**ENG921 Narrative in a Digital Age**

**Literary Platforms Workshop**

**Twine Exercise: The Crow and the Pitcher**

*[Note: This is the full version of the exercise, with the coding and markup, to be consulted by the workshop leader.]*

**Start**

You are a crow.

{<!-- delayed text --> (live: 3s)[

(stop:)

(t8n: "fade")[It is hot. You are very thirsty.] ]

}

{

(live: 6s)[

(stop:)

(t8n: "fade")[Alighting on the branch of a tree near to one of those strange ground-nests inhabited by the hind-legs walkers, you see a familiar [[hollowed-out object->Pitcher]].]

] }

**Pitcher**

<img src="https://images.squarespace-cdn.com/content/v1/573df6e837013b20e024b0e0 /1477528537398-FRMMQ6MOJF725OR7416J/IMG\_4951.jpg" width="600" height="600" alt="What's inside?">

You know objects like these can often [[hold things inside->On Vase]].

**On Vase**

(link: "After some quick glances around, you fly down and alight on the lip of opening at the top the object.")[[[You tilt your head and look down inside the hollow->Inside]].]

**Inside**

As you bend your head and peer into the hollow, a shiny black eye slides into view and blinks at you. (click-append: "at you") [. You are not frightened—you are elated. You know the eye is yours and that this means there is [[water inside->Water]]]

**Water**

The surface of the water is far at the bottom of the hollow. The opening is quite small. You might just fit your head in, but you also might get your head stuck.

[[Stick your head in->Head]].

[[Get a fuller look at the object->Look]].

**Head**

Your lower your head into the opening. You can’t get your head fully through, and your beak gets nowhere near the water.

[[Give up and look elsewhere for water->No Moral]]. [[Get a fuller look at the object->Look]].

**Look**

You flutter to the ground and step around the object. It swells into a large bulb in the middle. The bulb squats on a stem considerably larger than the opening at the top. Poking around the base, you see that it doesn’t run into the ground; rather, it’s sitting on the rocky ground.

[[Try to rock the object->Rock]].

**Rock**

{

(if: not $beak)[You push the object with [[your beak->Beak]].]<br>

(if: not $breast)[You push the object with [[your breast->Breast]], flapping your wings rapidly.]<br>

(if: not $claws)[You grasp the lip of the opening with [[your claws->Claws]], and flap upwards.]<br>

(if: not $swoop)[You rise into the air, circle around, and [[swoop down->Swoop]], striking the side with your claws.]

}

<!-- Add a 'give up' option here, linking to the No Moral passage.-->

**Beak**

(set: $beak to true)

(display: "Budge")

**Breast**

(set: $breast to true)

(display: "Budge")

**Claws**

(set: $claws to true)

(display: "Budge")

**Swoop**

(set: $swoop to true)

(display: "Budge")

**Budge**

{

(if:(history: where its name contains "Rock")'s length < 4)[[[The object remains stubbornly rooted in place->Rock]].]

(if:(history: where its name contains "Rock")'s length >= 4)[Time to think of [[something else->Else]].]

}

**Else**

You fly back into the tree to think. If you can’t push the object on its side to get the water near the opening, you need to find a way to get the water up to the opening while the object is standing as it is.

[[You look down on the ground->Ground]].

**Ground**

The ground is littered with dead leaves, dead insects, pebbles. You get an idea. (if:visits is 1)[The ground is littered with dead leaves, dead insects, pebbles.]

(display: "Choices")

**Choices**

[[Pick up a dead leaf->Leaf]]. [[Pick up a dead insect->Insect]]. [[Pick up a pebble->Pebble]]. [[Give up, and fly off->No Moral]].

**Variables**

(set: $pebbles to 0)

(set: $leafInsect to 0)

(set: $beak to false)

(set: $breast to false)

(set: $claws to false)

(set: $swoop to false)

**Leaf**

(set: $leafInsect to $leafInsect + 1)

You pick up a leaf in your beak, fly to the opening, and drop it in. The leaf rests on the [[surface of the water->Clogged]].

**Insect**

(set: $leafInsect to $leafInsect + 1)

You pick up a dead insect in your beak, fly to the opening, and drop it in. The carcasse rests on the [[surface of the water->Clogged]].

**Clogged**

(if: $leafInsect < 11)[(display: "Choices")] (else:)[The hollow is now clogged with debris floating on the water, which [[hasn't risen at all->No Moral]].]

**No Moral**

{

(visited:"Head")[Hmmm. Not sure what the moral is here: "If it's not easy, it's not worth it?"]

(visited:"Choices")[Hmmm. Not sure what the moral is here: "Little by little takes too long?"]

(visited:"Clogged")[Hmmm. Not sure what the moral is here: "Good plan, bad execution?"]

}

[[Try again.->Start]]

**Pebble**

{

(set: $pebbles to $pebbles + 1)

(if: $pebbles < 11) [You pick up a pebble in your beak, fly to the opening, and drop it in. The surface of the water seems to [[rise slightly->Choices]].]

}

{

(else:) [

You pick up a pebble in your beak, fly to the opening, and drop it in... (live: 3s)[

the opening.

}

{

(live: 8s)[

(stop:)

[[Drink.->Hydrated]] ]

(text-colour: #1E90FF)[

trembles at the lip]] of

]

]

(stop:)

(t8n: "fade")[

The surface of the water (t8n: "fade-up")[

]

}

<!-- Add an (else-if:)above so that a "Just a few more pebbles..." message displays when the $pebbles is 6 -->

**Hydrated**

<img src="http://1.bp.blogspot.com/-2r7RXCl\_3og/UWUhFE7gjRI/AAAAAAAAAlw

/k9L\_UTWg16g/s1600/JVL+Fox+and+Pitcher.jpg">

Your thirst satiated, you [[fly off->Moral]].

**Moral**

//“Thoughtfulness is superior to brute strength.”//

//“Necessity is the mother of invention.”//

[[Sources]]

**Sources**

\* "The Crow and the Pitcher" on <a href="https://en.wikipedia.org /wiki/The\_Crow\_and\_the\_Pitcher">//Wikipedia//</a>

\* Some versions of "The Crow and the Pitcher" on <a href="https://en.wikisource.org/wiki/The\_Crow\_and\_the\_Pitcher"> //Wikisource//</a>

\* <a href="https://en.wikisource.org/wiki/An\_argosy\_of\_fables /Avianus,\_Abstemious,\_etc#162">Avianus, "The Crow and the Water Jug.”</a>

Return to [[Title]].

**Title**

(align:"=><=")+(box:"X=")[(text-style:"expand")[//The Crow and the Pitcher// A Twine adaption of a fable by Aesop

By Jason Boyd

[[Begin->Start]].]]

<!-- Link Aesop's name with his Wikipedia entry -->