**ENG921 Narrative in a Digital Age**

**Literary Platforms Workshop**

**Twine 2 Exercise: The Crow and the Pitcher**

*[Note: Below is the text of a Twine story. Passage names are in* ***bold****. Use this to cut and past the text into the Twine editor as we build the story together and add coding and markup. This exercise uses Twine 2.6.0 and the default Harlowe story format.]*

*[This exercise will demonstrate how to:  
\*Link passages  
\*Style & format text  
\*Delay the appearance of text  
\*Replace text  
\*Append text  
\*Animate text  
\*Add images  
\*Set and modify variables  
\*Make text appear conditionally (using various methods)  
\*Include text from one passage in another  
\*Include URLs to other sites]*

**Start**

You are a crow.

It is hot. You are very thirsty.

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**

https://images.squarespace-cdn.com/content/v1/573df6e837013b20e024b0e0 /1477528537398-FRMMQ6MOJF725OR7416J/IMG\_4951.jpg

You know objects like these can often hold things inside.

**On Vase**

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**

As you bend your head and peer into the hollow, a shiny black eye slides into view and blinks at you. You are not frightened—you are elated. You know the eye is yours and that this means there is water inside.

**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.

Get a fuller look at the object.

**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.

Get a fuller look at the object.

**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**

You push the object with your beak.  
You push the object with your breast, flapping your wings rapidly.  
You grasp the lip of the opening with your claws, and flap upwards.  
You rise into the air, circle around, and swoop down, striking the side with your claws.

**Budge**

The object remains stubbornly rooted in place.

Time to think of something 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**

The ground is littered with dead leaves, dead insects, pebbles. You get an idea.

**Choices**

Pick up a dead leaf.

Pick up a dead insect.

Pick up a pebble.

Give up, and fly off.

**Variables**

**Leaf**

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.

**Insect**

You pick up a dead insect in your beak, fly to the opening, and drop it in. The carcase rests on the surface of the water.

**Clogged**

The hollow is now clogged with debris floating on the water, which hasn't risen at all.

**No Moral**

Hmmm. Not sure what the moral is here: "If it's not easy, it's not worth it?”  
Hmmm. Not sure what the moral is here: "Little by little takes too long?”  
Hmmm. Not sure what the moral is here: "Good plan, bad execution?"

Try again.

**Pebble**

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.

You pick up a pebble in your beak, fly to the opening, and drop it in. The surface of the water trembles at the lip of the opening.

Drink.

**Hydrated**

http://1.bp.blogspot.com/-2r7RXCl\_3og/UWUhFE7gjRI/AAAAAAAAAlw/k9L\_UTWg16g/s1600/JVL+Fox+and+Pitcher.jpg

Your thirst satiated, you fly off.

**Moral**

“Thoughtfulness is superior to brute strength.”

“Necessity is the mother of invention.”

Sources

**Sources**

"The Crow and the Pitcher" on Wikipedia https://en.wikipedia.org /wiki/The\_Crow\_and\_the\_Pitcher

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

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

Return to Title.

**Title**

The Crow and the Pitcher  
A Twine adaption of a fable by Aesop  
By Jason Boyd

*Exercises:*

a) Rock passage: Add a 'give up' option, linking to the No Moral passage.

b) Pebble passage: Add an (else-if:) so that a "Just a few more pebbles..." message displays when the $pebbles is 6.

c) Title passage: Link Aesop's name with his Wikipedia entry.

d) Pick a macro or other function and find a way to use it in the story. Some suggestions: (cycling-link:), (either:), (enchant:). Consult the Harlowe manual: <https://twine2.neocities.org/>. Or, pick a macro or function and come up with a short Twine work like one the stories in Pippin’s Barr’s *Let’s Play, Ancient Greek Punishment: The Twine*.