Variables in BLUE are automatically generated by the sim once the RED values are chosen by the user. Notes in GREEN are formatting notes.

***Pre-*Introduction Text - The FORTUNETELLER!**

Hello, child. Are you interested in a story? I can spin you a tale of maybes and possibilities; I can paint you a future of grand heroism and change. Just tell me a few things about yourself so I can find the thread of your fate...

Let's start at the very beginning; it's a very good place to start. Tell me the date of your birth, in the format of a number - for example, 20170113.

BIRTHDAY Enter (< text entry box, with a button. I'd love it if the text box could have "Birthday" written in it before the user enters anything? Like this:  For each section, the next segment of narration does not start until the "Enter" button is pressed. Any number outside the range possible for a sburbsim session, or anything other than numbers will NOT be accepted as a valid input in this field.)

An auspicious date, to be sure. (If BIRTHDAY=date from list below, an additional comment is inserted here.)

20170113 - Though I think it is unlikely that we actually share a birthday.

20090413 - I seem to remember that being a very long day.

20100612 - Very astrologically significant, though individuals born under that sign tend to be a bit crabby.

19790825 - Many mysteries were born that day.

19801224 - A birthday for a maker and a dreamer.

19881225 - A birthday for the clever and crafty, even if they tend to fade into the background a bit.

19860502 - One widely celebrated with jokes and riddles.

19980929 - I have heard whispers of one born on that date who is fated to conquer…

today's date in another year - There is extra potency to be had in a fortune told on the anniversary of your birth.

today's *exact* date - But I was not born yesterday, and I doubt *you* were born today. That's fine; you may keep your true origins to yourself.

any number longer or shorter than 8 digits - If it even is a date.

Oh, but of course, if I know what to call you, that will make this a bit simpler.

FIRSTNAME LASTNAME CHATHANDLE Enter (< Three separate text boxes, one button. text boxes should read "First name" "Last name" "chatHandle".)

Thank you, FIRSTNAME. Now, to make this story yours, I need to know more about you. What are you interested in? Tell me some of your passions. Only the outline - the details would take too long.

INTEREST1 INTEREST2 Enter (< Interest dropdowns default to "Stuff" and "Things", which randomize based on BIRTHDAY seed.)

Well, well. That's certainly a fascinating combination. Now tell me - when you dream, is it of dark whispers, deception, and deep purple sunsets? Or do you dream of golden sunrises, royal balls, and the nobility of accepting inevitability?

MOON Enter (< Choices are "Purple", "Gold", and defaults to "Huh?", which randomizes based on BIRTHDAY seed.)

Now, this is of course to be the story of a great champion. What Aspect of reality would you like to take dominion over? If you are unsure, you may leave the choice to me.

ASPECT Enter (< Aspect dropdown defaults to "You Choose" for random)

Then you shall be a hero of ASPECT. Now, how will you wield this power? As a servant? A master? A trickster? A demagogue?

CLASS Enter (< Class dropdown defaults to "I'm not sure…" for random)

Excellent, FIRSTNAME. You shall be a legend in the eyes of all who see you. Speaking of which, what mighty weapon will you brandish as you slay terrible beasts?

WEAPONkind Enter (< Weapon dropdown defaults to "Just pick something" for random)

This is shaping up to be a momentous narrative indeed. Surely grand portraits will be commissioned of your adventures… Ah, but for that to be done I suppose we should establish what the great hero looks like, hmm? (If FIRSTNAME and LASTNAME *both* have six letters:) Are you, by chance, a Troll? Or something else? (Otherwise:) Are you a human? Or something else?

SPECIES Enter (Choices in the dropdown: "Human", "Troll", "Whatever"; defaults to "Whatever" for random.)

There are a few other trifling details that should be established, I suppose.

HAIR HAIRCOLOR (And if SPECIES=TROLL, add:) BLOOD LEFTHORN RIGHTHORN Enter (< HAIR default: "ಠ\_ಠ", HAIRCOLOR defaults to #000000, BLOOD default: "Not telling", LEFTHORN default: "Any", RIGHTHORN default: "Match"; all defaults are random-seeded just like all the other dropdowns - except that if LEFTHORN is left on ANY then RIGHTHORN should pick the same number; and for trolls, hair stays black.)

Yes, it all comes together now. Let me consult the the font of Dreams and we shall find together the future hidden there for you.

(Large fancy button >) Prognosticate

(Ideally, pressing the button would play some sort of animation, then refresh the page to show only the story portion below, or unroll it in a parchment scroll at the bottom of the page, or something like that. Alternatively, without an animation it could just open the story in a new browser tab?)

**The (capitalize this >)#tale# of the CLASS of ASPECT**

Your name is FIRSTNAME LASTNAME. Your friends online know you as CHATHANDLE.

((if BIRTHDAY last 4 digits = today) By an #adj\_surprising# coincidence, it is your BIRTHDAY today.) ((if BIRTHDAY last 4 digits = today & SPECIES=TROLL) By an #adj\_surprising# coincidence, it is your WRIGGLING DAY today.) #yourInterests# You also like to play VIDEO GAMES with your friends, and in fact, you are about to play a video game that will change your life forever. It’s a full-immersion experience that coincidentally destroys your entire civilization.

Oops.

During your mad scramble to enter the game, ((if SPECIES=HUMAN) you manage to prototype your kernelsprite with a POTENTIAL SPRITE.) ((if SPECIES=TROLL) your POTENTIAL SPRITE lusus meets an untimely end. However, your kernelsprite is then prototyped with the #adj\_white# remains, and you are afforded a bittersweet reunion with the creature that raised you.) #weaponChoice# Soon you are swept away to your very own world. You #boggle# the LAND. It’s full of #weird# little CONSORT creatures who tell you #adj\_surprising# #tale@plural# of how YOU are their #legendary# #hero#… even tho this whole planet didn't exist yesterday. They have been #oppressed# by the #scary#, #scary# DENIZEN DENIZEN and fully believe you will save them from this #adj\_negative# #situation#.

You hear distant SOUND as you ready yourself to meet the quests and dangers ahead. You get started #attitude#.

Pre-Denizen QUESTS

(At the end of these quests, it always notes: "The Class of Aspect (chathandle)'s house has been built up enough to let them start visiting other lands.")

But you will not be wandering off. The CONSORTs need you here and they are convinced that you are the #hero# they need. The way they #admire# is growing on you, and #helping# them is more important than anything else. It is becoming more obvious how the DENIZEN has #oppressed# the #weird# critters and you start thinking about how you can stop it.

Denizen QUESTS & Fight

Finally the LAND has been cleansed of the #scary# DENIZEN. But though they are defeated, their actions have left #adj\_large# scars on the world. Your #adj\_small# CONSORTs still need help to truly find #resolution#.

Post-Denizen QUESTS

Covered in glory and treasure, you rule the LAND #noblesse\_oblige#. You have proven yourself the #legendary# #hero#; the great CLASS of ASPECT of whom #tale@plural# were spun. You will, of course, live happily ever after.

However….

#disdain# Perhaps you are meant for more than a life of solitary heroism for an audience of creatures who are, #sadly#, only a short step above pets. Whatever happened to your friends? Would things have gone differently if you had opened up #chatclient# to say hello? Perhaps you would have failed.

But perhaps… you could have become a god.

(Large fancy button >) Find Out?

(Okay, so there's some mixed-tense issues here, but I think that mostly comes from presenting this as a prediction for the future, and should be acceptable. I'm willing to hear feedback that it's too confusing tho, in which case I'll try to fix it.)

TextEngine Word List

?plural: ?MAIN?s

@adjectives

@nouns

@verbs

tale

tale

story

plural: stories

saga

myth

legend

fable

epic

yourInterests

You have #adj\_many# INTERESTS, including INTEREST1 and INTEREST2.

You are very interested in INTEREST1 and INTEREST2, among other things.

You are passionate about INTEREST1 and INTEREST2.

You spend a lot of time thinking about INTEREST1 and INTEREST2.

You have a penchant for INTEREST1, and also enjoy INTEREST2.

While you love INTEREST1, you won’t hesitate to spend a #adj\_surprising# amount of time on INTEREST2.

You have #adj\_few# subjects that you take special interest in, like INTEREST1 and INTEREST2.

You think INTEREST1 is #adj\_positive# and INTEREST2 is also pretty keen.

weaponChoice

//SPECIBUS DESCRIPTION is that "It's $word1 and it's $word2 and it's $word3." bit.

You wield WEAPONkind. SPECIBUS DESCRIPTION.

Your strife specibus holds WEAPONkind. SPECIBUS DESCRIPTION.

You grab your trusty WEAPONkind to defend yourself. SPECIBUS DESCRIPTION.

You have trained extensively with WEAPONkind, and grab your favorite one for the trials ahead. SPECIBUS DESCRIPTION.

The only weapon you have on hand is a #adj\_negative# WEAPONkind, but you'll make do. SPECIBUS DESCRIPTION. At least it fits in your strife specibus.

You never expected to be caught up in a battle for your life, but it turns out WEAPONkind is pretty useful in a pinch. SPECIBUS DESCRIPTION.

boggle

boggle vacantly at

ogle at

glare with bafflement at

are very confused by

stare blankly at

run around excitedly in

grin excitedly at

stare at

do not even understand

are enthused about

are obviously pleased with

stare with trepidation at

fondly regard

gaze upon

weird

weird

strange

silly

cute

goofy

stumpy

funny-looking

adorable

loud: 0.5

messed-up: 0.1

fucked-up: 0.2

legendary

legendary

great

prophesied

chosen

predestined

foretold

divined

hero

hero

leader

savior

one

royalty

coolkid: 0.001

oppressed

//help, help, we're being oppressed!

oppressed

dominated

threatened

tormented

tyrannized

mistreated

exploited

ridden roughshod over

enslaved: 0.5

forced into indentured servitude: 0.25

annoyed: 0.1

bothered: 0.1

gigglesnorted at: 0.01

awfully condescended to: 0.01

scary

scary

terrifying

creepy

intimidating

horrendous

horrid

frightening

fearsome

uncanny

awful

unseemly: 0.05

embarrassing: 0.01

monstrous

beastly

boss monster: 0.05

cruel

unkind

vicious

callous

sadistic: 0.25

rude: 0.05

annoying: 0.05

condescending: 0.05

giant

huge

gigantic

towering

vast

accursed

mystical: 0.1

bespelled: 0.5

CONSORTSOUNDing: 0.1

#scary#, #scary#: 0.05

situation

situation

fate

problem

ancient curse

circumstance

state of affairs

status quo

happenstance: 0.1

inconvenience: 0.05

fuss: 0.05

attitude  
 #attitude\_positive#: 0.75

#attitude\_negative#: 0.25

attitude\_positive

as soon as you can

with a spring in your step

with a will

happily

bright-eyed and bushy-tailed

with self-confidence

like the feisty youngster you are

knowing this is what you were meant for

on the adventure you've always dreamed of

with a journey that will change you forever

with wonder in your eyes

attitude\_negative

reluctantly

cautiously

despite your misgivings

dreading your fate

fearing the worst

admire

admire you

need your help

look up to you

depend on you

treat you like family

treat you like royalty

helping

helping

taking care of

playing with

babysitting

spending time with

having fun with

resolution

find peace

feel safe

become independent

re-populate the land

be happy again

be free

live the lives they want

noblesse\_oblige

with an iron fist: 0.2

which you have freed from its previous tyrannical master

with laughter instead of fear

your adventures have freed

for your CONSORT friends

in triumph

disdain

This seems a lonely life, does it not?

Doesn't it all seem just a touch hollow?

Is this really all there is?

Is this really enough for you?

sadly

sadly

regrettably

unfortunately

truly

chatclient

Pesterchum

Trollian

BettyBother

Delirious Biznasty

Serious Business

Rebelgram