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em forgotten Supplemental Essay

<https://megangc18.wixsite.com/em-forgotten>

*em forgotten* is a piece of interactive fiction that focuses on queer love, coming of age, and eventual loss. I first encountered the concept of interactive fiction in a creative writing class that I was in – the class itself was focusing on the style of magical realism, but we encountered many “new” types of fiction throughout the class. Particularly, Em Carroll’s style of blending comic books with strange stories and the interactivity of a website really stuck with me – cited is her interactive comic “The Prince and the Sea”, though we did explore some of her other work. I do not have the same caliber of artistic ability, nor do I have the desire to learn to draw, but the interactivity of the stories really drew me to the art form – especially the suspense that comes with scrolling through the images, and eventually landing on the drowned prince’s disfigured face. These new narrative forms intrigued me, especially as I’m interested in libraries and literature as well as creative writing – I wanted to contribute to these new forms while also blending old forms, such as prose and poetry.

I further explored “new” narrative forms, including video games such as *Oxenfree* and podcasts including *The Magnus Archives* and *Welcome to Night Vale*. I also explored “webcomics”, especially those that explore old themes in new ways – *Lore Olympus* and *Nevermore* among them. Many of these new narrative forms did not directly inform my thesis, but did allow me to see the possibility of new media and narrative forms. I chose to go in the direction of a primarily text-based narrative in order to let my writing shine – I also found that unless you’re creating the images within the piece, you can’t really legally supplement with

outside sources, and as I wanted to share this with the world and not only the university, I chose to go in the direction of text so that I could own my story in as many ways as possible.

As I explored these narratives, I also explored my own narrative of the story I wanted to tell. I landed on the mystery of the first girl I ever loved – Elizabeth Miles, who I met at a science camp in junior high. I found the story, which was autobiographical, also allowed for an interesting blend of romance, coming-of-age, and queerness, as well as moments where I could imbue fiction and “what-ifs” into the narrative. I found that this story, this experience, was a great way to blend nonfiction, fiction, prose, poetry, music, and interactivity into a story that I felt anyone could relate to. Many pieces blend genre in similar ways, but I felt that the interactivity added to the reader of the story truly feeling like they were a passenger of the story – as though they were somehow making decisions, as well as riding along with a story that in some ways, is out of their control. As I continued to work on the story, I wanted to include choices, but every choice ends essentially in the same place – I wanted the reader to understand the futility of the different choices, in the way that my own “what-iffing” about what I could have done differently is futile.

I chose this futility of choices as a very deliberate choice. There were also moments that I wrote about that I chose to not explicitly include – specifically, Elizabeth’s diagnosis of Dissociative Identity Disorder. I chose to allude to this, talking about her breaking into pieces (one can think of DID as a mosaic of personalities within the same person), but I didn’t feel that I had the space or the authority to discuss DID in depth. I chose to include moments of my own vulnerability – telling my mother that I was in love with Elizabeth, wearing a binder for the first time, my abusive high school relationship – but I chose to keep some to myself, and I chose to leave out Elizabeth’s DID in the same way. Although I was writing deep intimate secrets about

both her and myself, I wanted to give her some modicum of privacy were she to ever come across the project. I also very intentionally left out some of the darker subject matter – I never directly discuss her suicide attempts, my own abuse, or anything else that I felt would be “too much” within such a short experience for the reader. Many of the “choices” within the story are in some way fictionalized, as I obviously did not experience everything in a tri-fold sense, and I wanted to provide the people I was writing about some aspect of fictionalization, as a sort of “cover” within the piece. These fictional moments, though, are all grounded in reality and possibility – I never included any choices that I felt would have been untrue or too fantastical for the narrative. Elizabeth never grows wings, and the ending is as honest as possible – although I explored the idea of giving the characters a “happy ending”, I felt that it was dishonest to the reality of my own story and so many like it.

Alongside writing the “narrative” section of the piece, I searched for various containers or programs that could hold this type of story. Many that I encountered, such as *ink*, *Elm Story*, and *Renpy*, were too code-heavy for me to feasibly use for this project – they also tended to cover more ground than I really needed, including art, entire story worlds, and infinite possibilities. (One example of a massive text-based interactive story/game is *Fallen London*, which uses a program called StoryNexus that was referenced in some of the programs I looked into.) I eventually landed on *Twine*, which I found to be the best for what I wanted – a text-based story, minimal images, with the capability (with additional code) to add music. *Twine* is hyperlink-based, meaning that each passage highlights an important word or phrase to move on to the next passage. This highlighting function, which essentially creates a bold hyperlink (of which you can change color, I chose black to not only be uniform, but to not distract from the rest of the text), also really helped me when writing to emphasize the moments that I really

wanted the reader to focus on. There were a few options that I looked into aside from Twine, including *inklewriter* that provides a similar experience, but *Twine* was the most user-friendly option that I found, and provided me with a way to really let the writing shine while also allowing for interactivity. Twine also allowed me to essentially own every aspect of my story – it doesn't need to be hosted on any particular website or use only Mac or Windows products, and it is an open-source, free software, so there was a lot of information online about how to use the program and what was possible within it.

Functionally, learning *Twine* was quite a learning curve – although it is very intuitive, adding additional things like images, music, or delaying text required learning code. I am not very familiar with coding, even with my small capability (now) within *Twine*, but I slowly learned how to create time-delays within the story, add images for options, and provide background music, which I also wrote specially for the piece. *Twine* uses various coding languages – I chose to use a story format called Harlowe, which resulted in code looking like “(after: time + 3s)” or “(track: background; loop = true)”. When publishing the *Twine* story, it publishes into an HTML file – functionally working as a website, but resulting in 558 lines of code, which roughly translates to 143-word-document-pages of code. Please see attached sample of code to see how this looks, as well as the included screenshot of the HTML code.

I chose to use images for the “choice option” links because I felt that the simple color circle was the most random option. I could have stuck with the numbers that I used for placeholders, but numbers felt that they contributed to a hierarchy – “1” would lead to the best choice, the “real” choice, while “3” would lead to the worst choice. The images, I feel, allow the reader to choose an option based purely on instinct, which allows for more randomization. It was suggested by some peers that I use images that related to the text – for example, a TARDIS from

*Doctor Who* or a teddy bear, but I felt as though these images would imply that the connecting passages would be related to these things, where they were not. Ultimately, I chose to use simple colors in order to keep the choices as random as possible, so everyone has the possibility to read the story differently for multiple readings. I used pink and blue to replicate the “cotton candy hair” that I talk about in the story, as well as to emulate the sort of gender-bending that was happening in some of the story – the third color I chose was purple, to imitate a mix of this, but also to emulate a color that was outside of, or combining, the binary. I also chose these colors to add to the color scheme of the eventual website, which uses the same lilac background as the story – I chose this color because it is one of my favorite colors, and I wanted to complement and emulate the forget-me-not flowers that were so emblematic of the piece itself.

As for the music, I wanted something significant but non-obtrusive, that would provide a bit of an “Easter egg” for someone who knew the source songs, but which was not annoying to someone who didn’t. Ultimately, I chose to combine four Taylor Swift songs – an artist that Elizabeth and I loved together. I chose the piano part from “evermore”, the trumpet part from “Forever Winter”, and pieces of the vocal parts from “seven” and “Lover”. These songs span many albums and time periods, but they were (mostly) all in the same key, which was useful when combining them. I used a program called Noteflight to write the music, and then to change the sound, reverberation, and instruments, I used a program called Soundtrap (similar to another program called Garageband, but available on Windows and free for use.) After much working with the program, I finally got a functional song that I enjoyed, that really captured the essence of the songs but also was its own thing – something that I wanted to reflect both the story that it was accompanying, as well as the original music that it came from. I used the sheet music of the original songs to see what moments I wanted to pull, and then re-transcribed the music into

Noteflight, changing certain patterns and moments so they fit together a bit better. Please see attached score for how these moments came together.

Most interactive fiction projects are hosted on sites surrounded by other interactive fiction projects – there are a few within the interactive fiction community that allow for this, such as itch.io. While I think this is a great idea, I felt that the context that I provided in the “about” page on my website really needed to exist, and I didn’t want to set it directly within the piece, as I felt it was a bit detrimental to the actual flow of the story. I played around with the idea of setting an “about” page inside of the story itself, as a separate passage, but found that it was distracting and clunky, whereas the “about” page within a website was more what I wanted to provide for readers. I used a Wix site to host the home page, the information (about me, about Elizabeth and how to play the story, and a link to the program I used to create the project), and a forum for further discussion with people who interact with the story / project in future. This required a bit more code on my end – I ended up having to create a “hidden” page within the website to host the photos and audio that I used, so that I didn’t have to link to them through a folder (which is how *Twine* usually finds its images or audio – a local folder that is then uploaded to a hosting website). This was also a bit of a learning curve, but I was able to figure it out and allow everything to essentially be a seamless experience for the user, which I’m very proud of. On the website, I also linked my personal Instagram (where I post poetry, projects, and photos from London, which I mention in the text portion of *em forgotten*) as well as the Spotify playlist that I created of songs that inspired me while I was writing. I wanted to include these outside links to show how expansive of a story, and how impactful to me, *em forgotten* really is and can be for the reader, as well. I also wanted the aspect of interactivity to expand beyond the

story itself – I want people interacting with the website to feel like they are able to interact with me as a person, and the other work that I plan on doing.

Overall, I am really excited and satisfied with the project as it stands. I would love to make the experience more circular in nature, which would have required a lot more writing and ingenuity on my part – *Twine* allows for very circular stories, but as far as *em forgotten* is concerned, because it is mostly my own experience, it was hard to think of ways to expand or contract some of the storylines and make it more circular. Maybe in a few years, when it has been even longer between the actual events and the writing, I will be able to expand the story to include more circularity, more parallel threads, and more of a looping experience for the reader. I'd also intended to get the music played by real people – adding to the ambiance a bit more, as opposed to a pre-recorded recording (which I personally don't think sounds as good as if all the musicians were in the room together, playing the music.) I also wanted to play more with the music, as I wrote it from various time signatures by ear, and I would have liked for it to flow a bit better in certain areas. But overall, I think the music sounds good and works well within the story – it moves the story along without being intrusive, annoying, or distracting. I really enjoy the way the story functions as it is, and how the website built around it allows for even more interactivity. I think that this allows for a full experience, which I am really satisfied with, as I wanted to be able to talk further about the project with people who interact with it, but also allow for them to hear a bit more of my story and be able to contact me. I also set up a ko-fi, which will allow anyone who wants to donate to me as “payment” for the work I've put into this, which I've seen a lot of other interactive fiction creators do. I don't expect payment, but I do think that people sometimes want a way to support creators, and since this is almost an experience, I wanted people to have that option. In future, I hope that I will continue to work on this project

and other interactive fiction (maybe something within the magical realism realm), and I hope to hear from people interacting with *em forgotten* as a project. I also hope to maybe update the music and the site as things change, and (if I ever hear from Elizabeth again) maybe even update the story itself.

I've included a small bibliography of the various media I've mentioned in this paper, so you can see what I'm talking about, as well as explore these various "new" forms of fiction. Included in addition is the score of the music, a document containing a sample of the HTML code of the project, and a screenshot of how this code actually appears in a coding program.



## Bibliography

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# em forgotten

game music

♩ = 105

Viola

Piano

Flute

mp

5

Va.

Pno.

Fl.

p

p

mp

Va. *p*  
 Pno. *mf*  
 Fl. *mf*

This system contains measures 9 through 12. The Viola part (Va.) features a melodic line in the upper register, starting with a half note G4 and moving through a series of eighth notes. The Piano part (Pno.) provides a rhythmic accompaniment in the bass register, with a dynamic of *mf*. The Flute part (Fl.) has a melodic line in the upper register, starting with a whole note G4 and moving through a series of eighth notes.

Va.  
 Pno.  
 Fl.

This system contains measures 13 through 16. The Viola part (Va.) continues with its melodic line in the upper register. The Piano part (Pno.) continues with its rhythmic accompaniment in the bass register. The Flute part (Fl.) has a melodic line in the upper register, starting with a half note G4 and moving through a series of eighth notes.

Va.

Pno.

Fl.

Musical score for measures 17-20. The score is for Viola (Va.), Piano (Pno.), and Flute (Fl.). It features a 7/8 time signature and a key signature of one sharp (F#). The Viola part has a melodic line with slurs and accents. The Piano part has a rhythmic accompaniment with slurs and accents. The Flute part has a melodic line with slurs and accents.

Va.

Pno.

Fl.

Musical score for measures 21-24. The score is for Viola (Va.), Piano (Pno.), and Flute (Fl.). It features a 7/8 time signature and a key signature of one sharp (F#). The Viola part has a melodic line with slurs and accents. The Piano part has a rhythmic accompaniment with slurs and accents. The Flute part has a melodic line with slurs and accents.

Musical score for measures 25-28. The score is in G major and 7/8 time. It features three staves: Viola (Va.), Piano (Pno.), and Flute (Fl.).

- Va.:** The upper staff (treble clef) contains a melodic line with eighth and sixteenth notes, often beamed together. The lower staff (bass clef) contains a bass line with quarter and eighth notes, including a dotted quarter note.
- Pno.:** The upper staff (bass clef) contains a bass line with eighth and sixteenth notes, often beamed together. The lower staff (bass clef) contains a bass line with whole notes.
- Fl.:** The staff contains a flute line with eighth and sixteenth notes, often beamed together.

Musical score for measures 29-32. The score is in G major and 7/8 time. It features three staves: Viola (Va.), Piano (Pno.), and Flute (Fl.).

- Va.:** Both the upper (treble) and lower (bass) staves are empty, indicating a rest for the Viola part.
- Pno.:** The upper staff (bass clef) contains a bass line with eighth and sixteenth notes, often beamed together. The lower staff (bass clef) contains a bass line with whole notes.
- Fl.:** The staff contains a flute line with eighth and sixteenth notes, often beamed together.

Va.

Pno.

Fl.

Va.

Pno.

Fl.

*mp*

Musical score for measures 40-42, featuring Va. (Violoncello), Pno. (Piano), and Fl. (Flute).

**Measures 40-42:**

- Va. (Violoncello):**
  - Staff 1 (Cello): Consistent eighth-note accompaniment.
  - Staff 2 (Double Bass): Consistent eighth-note accompaniment.
- Pno. (Piano):**
  - Staff 3 (Right Hand): Consistent eighth-note accompaniment.
  - Staff 4 (Left Hand): Sustained bass notes (pedal point).
  - Dynamic marking: *mp* (mezzo-piano) is present in measure 41.
- Fl. (Flute):**
  - Staff 5: Melodic line with eighth-note patterns and a triplet in measure 41.

Musical score for measures 43-45, featuring Va. (Violoncello), Pno. (Piano), and Fl. (Flute).

**Measures 43-45:**

- Va. (Violoncello):**
  - Staff 1 (Cello): Consistent eighth-note accompaniment.
  - Staff 2 (Double Bass): Consistent eighth-note accompaniment.
- Pno. (Piano):**
  - Staff 3 (Right Hand): Consistent eighth-note accompaniment.
  - Staff 4 (Left Hand): Sustained bass notes (pedal point).
  - Dynamic marking: *mp* (mezzo-piano) is present in measure 45.
- Fl. (Flute):**
  - Staff 5: Melodic line with eighth-note patterns.



The image shows a musical score for three instruments: Viola (Va.), Piano (Pno.), and Flute (Fl.). The score is written in G major (one sharp) and 7/8 time. The tempo is marked as quarter note = 114. The score consists of three measures. The Viola part (top staff) features a rhythmic pattern of eighth and sixteenth notes with slurs. The Piano part (middle staves) has a bass line with eighth notes and a treble line with whole notes. The Flute part (bottom staff) includes eighth notes, a triplet of eighth notes, and a half note.

```
<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta content="width=device-width, initial-scale=1" name="viewport">

<title>em forgotten</title>

<style title="Twine CSS">@keyframes appear{0%{opacity:0}to{opacity:1}}@keyframes fade-in-
out{0%,to{opacity:0}50%{opacity:1}}@keyframes rumble{25%{top:-
0.1em}75%{top:0.1em}0%,to{top:0px}}@keyframes shudder{25%{left:0.1em}75%{left:-
0.1em}0%,to{left:0px}}@keyframes buoy{25%{top:0.25em}75%{top:-
0.25em}0%,to{top:0px}}@keyframes sway{25%{left:0.25em}75%{left:-
0.25em}0%,to{left:0px}}@keyframes pulse{0%{transform:scale(0, 0)}20%{transform:scale(1.2,
1.2)}40%{transform:scale(0.9, 0.9)}60%{transform:scale(1.05, 1.05)}80%{transform:scale(0.925,
0.925)}to{transform:scale(1, 1)}}@keyframes zoom-in{0%{transform:scale(0, 0)}to{transform:scale(1,
1)}}@keyframes shudder-in{0%, to{transform:translateX(0em)}5%, 25%, 45%{transform:translateX(-
1em)}15%, 35%, 55%{transform:translateX(1em)}65%{transform:translateX(-
0.6em)}75%{transform:translateX(0.6em)}85%{transform:translateX(-
0.2em)}95%{transform:translateX(0.2em)}}@keyframes rumble-in{0%,
to{transform:translateY(0em)}5%, 25%, 45%{transform:translateY(-1em)}15%, 35%,
55%{transform:translateY(1em)}65%{transform:translateY(-
0.6em)}75%{transform:translateY(0.6em)}85%{transform:translateY(-
0.2em)}95%{transform:translateY(0.2em)}}@keyframes fidget{0%, 8.1%, 82.1%, 31.1%, 38.1%, 44.1%,
40.1%, 47.1%, 74.1%, 16.1%, 27.1%, 72.1%, 24.1%, 95.1%, 6.1%, 36.1%, 20.1%, 4.1%, 91.1%, 14.1%,
87.1%, to{left:0px;top:0px}8%, 82%, 31%, 38%, 44%{left:-1px}40%, 47%, 74%, 16%, 27%{left:1px}72%,
24%, 95%, 6%, 36%{top:-1px}20%, 4%, 91%, 14%, 87%{top:1px}}@keyframes slide-
right{0%{transform:translateX(-100vw)}}@keyframes slide-
left{0%{transform:translateX(100vw)}}@keyframes slide-
up{0%{transform:translateY(100vh)}}@keyframes slide-down{0%{transform:translateY(-
100vh)}}@keyframes fade-right{0%{opacity:0;transform:translateX(-1em)}to{opacity:1}}@keyframes
fade-left{0%{opacity:0;transform:translateX(1em)}to{opacity:1}}@keyframes fade-
up{0%{opacity:0;transform:translateY(1em)}to{opacity:1}}@keyframes fade-
down{0%{opacity:0;transform:translateY(-1em)}to{opacity:1}}@keyframes
flicker{0%,29%,31%,63%,65%,77%,79%,86%,88%,91%,93%{opacity:0}30%{opacity:0.2}64%{opacity:0.4}7
8%{opacity:0.6}87%{opacity:0.8}92%, to{opacity:1}}@keyframes
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debug-mode tw-hook,.dom-debug-mode tw-expression,.dom-debug-mode tw-link,.dom-debug-mode
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align{outline:1px solid #f5a3da;min-height:32px;display:block !important}.dom-debug-mode tw-
story::before,.dom-debug-mode tw-passage::before,.dom-debug-mode tw-sidebar::before,.dom-debug-
mode tw-include::before,.dom-debug-mode tw-hook::before,.dom-debug-mode tw-
```

expression::before,.dom-debug-mode tw-link::before,.dom-debug-mode tw-dialog::before,.dom-debug-mode tw-columns::before,.dom-debug-mode tw-column::before,.dom-debug-mode tw-align::before{position:absolute;top:0;left:0;height:16px;background-color:#f5a3da;color:black;font-size:16px;font-weight:normal;font-style:normal;font-family:monospace;display:inline-block;line-height:100%;white-space:pre;z-index:999997}.dom-debug-mode tw-story:hover,.dom-debug-mode tw-passage:hover,.dom-debug-mode tw-sidebar:hover,.dom-debug-mode tw-include:hover,.dom-debug-mode tw-hook:hover,.dom-debug-mode tw-expression:hover,.dom-debug-mode tw-link:hover,.dom-debug-mode tw-dialog:hover,.dom-debug-mode tw-columns:hover,.dom-debug-mode tw-column:hover,.dom-debug-mode tw-align:hover{outline:1px solid #fc9}.dom-debug-mode tw-story:hover::before,.dom-debug-mode tw-passage:hover::before,.dom-debug-mode tw-sidebar:hover::before,.dom-debug-mode tw-include:hover::before,.dom-debug-mode tw-hook:hover::before,.dom-debug-mode tw-expression:hover::before,.dom-debug-mode tw-link:hover::before,.dom-debug-mode tw-dialog:hover::before,.dom-debug-mode tw-columns:hover::before,.dom-debug-mode tw-column:hover::before,.dom-debug-mode tw-align:hover::before{background-color:#fc9;transition:background-color 1s}.dom-debug-mode tw-passage,.dom-debug-mode tw-include,.dom-debug-mode tw-hook,.dom-debug-mode tw-expression,.dom-debug-mode tw-link,.dom-debug-mode tw-dialog,.dom-debug-mode tw-columns,.dom-debug-mode tw-column,.dom-debug-mode tw-align{padding:1em;margin:0}.dom-debug-mode tw-story::before{content:'<tw-story tags="" attr(tags) "">'.dom-debug-mode tw-passage::before{top:-16px;content:'<tw-passage tags="" attr(tags) "">'.dom-debug-mode tw-sidebar::before{top:-16px;content:"<tw-sidebar>".dom-debug-mode tw-hook::before{content:'<tw-hook name="" attr(name) "">'.dom-debug-mode tw-expression::before{content:'<tw-expression name="" attr(name) "">'.dom-debug-mode tw-link::before{content:'<tw-link name="" attr(name) "">'.dom-debug-mode tw-dialog::before{content:"<tw-dialog>".dom-debug-mode tw-columns::before{content:"<tw-columns>".dom-debug-mode tw-column::before{content:"<tw-column>".dom-debug-mode tw-align::before{content:"<tw-align>".dom-debug-mode tw-include::before{content:'<tw-include type="" attr(type) "" name="" attr(name) "">'.debug-mode tw-expression{display:inline-block !important}.debug-mode tw-expression[type=variable]::after{font-size:0.8rem;padding-left:0.2rem;padding-right:0.2rem;vertical-align:top;content:"\$" attr(name)}.debug-mode tw-expression[type=tempVariable]::after{font-size:0.8rem;padding-left:0.2rem;padding-right:0.2rem;vertical-align:top;content:"\_" attr(name)}.debug-mode tw-expression[return=boolean]{background-color:rgba(179,179,179,0.2)}.debug-mode tw-expression[return=array]{background-color:rgba(255,102,102,0.2)}.debug-mode tw-expression[return=dataset]{background-color:rgba(255,128,0,0.2)}.debug-mode tw-expression[return=number]{background-color:rgba(255,179,102,0.2)}.debug-mode tw-expression[return=datamap]{background-color:rgba(255,255,102,0.2)}.debug-mode tw-expression[return=changer]{background-color:rgba(179,255,102,0.2)}.debug-mode tw-expression[return=lambda]{background-color:rgba(102,255,102,0.2)}.debug-mode tw-expression[return=hookname]{background-color:rgba(102,255,204,0.2)}.debug-mode tw-expression[return=string]{background-color:rgba(102,255,255,0.2)}.debug-mode tw-expression[return=datatype]{background-color:rgba(102,153,255,0.2)}.debug-mode tw-expression[return=gradient],.debug-mode tw-expression[return=colour]{background-color:rgba(204,102,255,0.2)}.debug-mode tw-expression[return=instant],.debug-mode tw-expression[return=macro]{background-color:rgba(240,117,199,0.2)}.debug-mode tw-

```
expression[return=command]{background-color:rgba(153,153,255,0.2)}.debug-mode tw-
expression.false{background-color:rgba(255,0,0,0.2) !important}.debug-mode tw-
expression[type=macro]::before{content:"(" attr(name) ")";padding:0 0.5rem;font-size:1rem;vertical-
align:middle;line-height:normal;background-color:inherit;border:1px solid
rgba(255,255,255,0.5)}.debug-mode tw-hook{background-color:rgba(0,85,255,0.1) !important}.debug-
mode tw-hook::before{font-size:0.8rem;padding-left:0.2rem;padding-right:0.2rem;vertical-
align:top;content:"["}.debug-mode tw-hook::after{font-size:0.8rem;padding-left:0.2rem;padding-
right:0.2rem;vertical-align:top;content:"]"}.debug-mode tw-hook[name]::after{font-
size:0.8rem;padding-left:0.2rem;padding-right:0.2rem;vertical-align:top;content:"<" attr(name)
"|"}.debug-mode tw-pseudo-hook{background-color:rgba(255,170,0,0.1) !important}.debug-mode tw-
collapsed::before{font-size:0.8rem;padding-left:0.2rem;padding-right:0.2rem;vertical-
align:top;content:"{"}.debug-mode tw-collapsed::after{font-size:0.8rem;padding-left:0.2rem;padding-
right:0.2rem;vertical-align:top;content:""}.debug-mode tw-verbatim::before,.debug-mode tw-
verbatim::after{font-size:0.8rem;padding-left:0.2rem;padding-right:0.2rem;vertical-
align:top;content:""}.debug-mode tw-align[style*="text-align: center"]{background:linear-gradient(to
right, rgba(255,204,189,0) 0%, rgba(255,204,189,0.25) 50%, rgba(255,204,189,0) 100%)}.debug-mode
tw-align[style*="text-align: left"]{background:linear-gradient(to right, rgba(255,204,189,0.25) 0%,
rgba(255,204,189,0) 100%)}.debug-mode tw-align[style*="text-align: right"]{background:linear-
gradient(to right, rgba(255,204,189,0) 0%, rgba(255,204,189,0.25) 100%)}.debug-mode tw-
column{background-color:rgba(189,228,255,0.2)}.debug-mode tw-
enchantment{animation:enchantment 0.5s infinite;border:1px solid}.debug-mode tw-link::after,.debug-
mode tw-broken-link::after{font-size:0.8rem;padding-left:0.2rem;padding-right:0.2rem;vertical-
align:top;content:attr(passage-name)}.debug-mode tw-include{background-
color:rgba(204,128,51,0.1)}.debug-mode tw-include::before{font-size:0.8rem;padding-
left:0.2rem;padding-right:0.2rem;vertical-align:top;content:attr(type) ' "' attr(name) '"'}@keyframes
enchantment{0%,to{border-color:#ffb366}50%{border-color:#6fc}}tw-debugger{position:fixed;box-
sizing:border-box;bottom:0;right:0;z-index:999999;min-width:10em;min-height:1em;padding:0em
0.5em 0.5em 1em;font-size:1.25em;font-family:sans-serif;color:#000;border-left:solid #000 2px;border-
top:solid #000 2px;border-top-left-radius:.5em;background:#fff;opacity:1}tw-debugger select{margin-
right:1em;width:12em}tw-debugger button{border-radius:3px;border:solid #999 1px;margin:auto
4px;background-color:#fff;font-size:inherit;color:#000}tw-debugger button.enabled{background-
color:#eee;box-shadow:inset #ddd 3px 5px 0.5em}tw-debugger .panel{display:-ms-flexbox;display:flex;-
ms-flex-direction:column;flex-direction:column;position:absolute;bottom:100%;left:-
2px;right:0;padding:1em;max-height:40vh;overflow-y:scroll;overflow-x:hidden;z-
index:999998;background:#fff;border:inherit;border-bottom:solid #999 2px;border-top-left-
radius:.5em;border-bottom-left-radius:.5em;font-size:0.8em}tw-debugger .panel.empty,tw-debugger
.panel[hidden]{display:none}tw-debugger .panel-source,tw-debugger .panel-row-source{font-
family:monospace;overflow-x:scroll;white-space:pre;-ms-flex-preferred-size:100%;flex-basis:100%}tw-
debugger .panel-row-source{margin:5px 0}tw-debugger .panel-rows{width:100%;overflow-x:scroll}tw-
debugger .panel-rows>*{display:table-row}tw-debugger .panel-rows>div:nth-of-
type(2n){background:#EEE}tw-debugger .panel-row-buttons{text-align:right}tw-debugger .panel-
variables .panel-rows:empty::before{content:"~ No variables ~";font-style:italic;color:#888;text-
align:center}tw-debugger .panel-enchantments .panel-rows:empty::before{content:"~ No enchantments
~";font-style:italic;color:#888;text-align:center}tw-debugger .panel-errors .panel-
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rows:empty::before{content:"~ No errors... for now. ~";font-style:italic;color:#888;text-align:center}tw-debugger .panel-rows:empty+.panel-variables-bottom{display:none}tw-debugger .panel-storylets:not(.panel-exclusive) .storylet-exclusive,tw-debugger .panel-storylets:not(.panel-urgent) .storylet-urgent{display:none}tw-debugger .panel-variables-bottom{padding-top:5px}tw-debugger .enchantment-row{min-height:1.5em}tw-debugger .variable-path{opacity:0.4}tw-debugger .temporary-variable-scope,tw-debugger .enchantment-local{font-family:sans-serif;font-weight:normal;opacity:0.8;font-size:0.75em}tw-debugger .temporary-variable-scope:not(:empty)::before,tw-debugger .enchantment-local:not(:empty)::before{content:" in "}tw-debugger .variable-name,tw-debugger .enchantment-name{font-family:monospace;font-weight:bold}tw-debugger .variable-type{color:#444;font-weight:normal;text-overflow:ellipsis;overflow:hidden;max-width:10em}tw-debugger .error-row{display:table-row;background-color:rgba(230,101,204,0.3)}tw-debugger .error-row:nth-of-type(2n){background-color:rgba(237,145,219,0.3)}tw-debugger .error-row>\*{display:table-cell;padding:0.25em 0.5em}tw-debugger .error-row .error-message{cursor:help}tw-debugger .error-row .error-passage{color:#444}tw-debugger .storylet-row{background-color:rgba(201,233,222,0.3)}tw-debugger .storylet-row:nth-child(2n){background-color:rgba(128,203,178,0.3)}tw-debugger .storylet-row.storylet-closed{font-style:italic;opacity:0.4;background-color:rgba(217,217,217,0.3)}tw-debugger .storylet-row.storylet-closed:nth-child(2n){background-color:rgba(166,166,166,0.3)}.storylet-error tw-debugger .storylet-row{background-color:rgba(230,101,204,0.3)}.storylet-error tw-debugger .storylet-row:nth-child(2n){background-color:rgba(237,145,219,0.3)}tw-debugger .storylet-row .storylet-name,tw-debugger .storylet-row .storylet-value{display:inline-block;width:50%}tw-debugger .tabs{padding-bottom:0.5em}tw-debugger .tab{border-radius:0px 0px 0.5em 0.5em;border-top:none}tw-debugger .resizer{position:absolute;height:3em;border-left:2px solid #ccc;border-right:2px solid #ccc;top:10px;left:4px;width:8px;cursor:ew-resize}tw-dialog{z-index:999997;border:#fff solid 2px;padding:2em;color:#fff;background-color:#000;display:block}@media (min-width: 576px){tw-dialog{max-width:50vw}}tw-dialog input[type=text]{font-size:inherit;width:100%}tw-dialog-links{text-align:right;display:-ms-flexbox;display:flex;-ms-flex-pack:end;justify-content:flex-end}tw-backdrop{z-index:999996;position:fixed;top:0;left:0;right:0;bottom:0;background-color:rgba(0,0,0,0.8);display:-ms-flexbox;display:flex;-ms-flex-align:center;align-items:center;-ms-flex-pack:center;justify-content:center}tw-backdrop ~ tw-backdrop{display:none}tw-link,.link,tw-icon,.enchantment-clickblock{cursor:pointer}tw-link,.enchantment-link{color:#4169E1;font-weight:bold;text-decoration:none;transition:color 0.2s ease-in-out}tw-passage [style^="color"] tw-link:not(:hover),tw-passage [style\*=" color"] tw-link:not(:hover),tw-passage [style^="color"] [hover="true"] tw-link:hover,tw-passage [style\*=" color"] [hover="true"] tw-link:hover,tw-passage [style^="color"] .enchantment-link:not(:hover),tw-passage [style^="color"] [hover="true"] .enchantment-link:active,tw-passage [style\*=" color"] [hover="true"] .enchantment-link:active{color:#DD4B39}.visited{color:#6941e1}tw-passage [style^="color"] .visited:not(:hover),tw-passage [style\*=" color"] .visited:not(:hover),tw-passage [style^="color"] [hover="true"] .visited:active,tw-passage [style\*=" color"] [hover="true"] .visited:active{color:#E3E}tw-broken-link{color:#993333;border-bottom:2px solid #993333;cursor:not-allowed}tw-passage [style^="color"] tw-broken-link:not(:hover),tw-passage [style\*=" color"] tw-broken-link:not(:hover),tw-passage [style^="color"] [hover="true"] tw-broken-link:active,tw-passage [style\*=" color"] [hover="true"] tw-broken-link:active{color:inherit}.enchantment-

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mouseover{border-bottom:2px dashed #999}.enchantment-mouseout{border:rgba(64,149,191,0.6) 1px
solid}.enchantment-mouseout:hover{background-color:rgba(175,197,207,0.75);border:transparent 1px
solid;border-radius:0.2em}.enchantment-
clickblock{width:100%;height:100%;display:block}.enchantment-clickblock>:not(tw-
enchantment)::after{content:"";width:100%;height:100%;top:0;left:0;display:block;box-sizing:border-
box;position:absolute;pointer-events:none;color:rgba(65,105,225,0.5);transition:color 0.2s ease-in-
out}.enchantment-clickblock>:not(tw-
enchantment):hover::after{color:rgba(0,191,255,0.5)}.enchantment-clickblock>:not(tw-
enchantment):active::after{color:rgba(222,78,59,0.5)}.enchantment-clickblock>:not(tw-
enchantment)::after{box-shadow:inset 0 0 0 0.5vmax}.enchantment-clickblock>tw-
passage::after,.enchantment-clickblock>tw-sidebar::after{box-shadow:0 0 0 0.5vmax}.enchantment-
mouseoverblock>:not(tw-
enchantment)::after{content:"";width:100%;height:100%;top:0;left:0;display:block;box-sizing:border-
box;position:absolute;pointer-events:none;border:2px dashed #999}.enchantment-
mouseoutblock>:not(tw-
enchantment)::after{content:"";width:100%;height:100%;top:0;left:0;display:block;box-sizing:border-
box;position:absolute;pointer-events:none;border:rgba(64,149,191,0.6) 2px solid}.enchantment-
mouseoutblock:hover>:not(tw-
enchantment)::after{content:"";width:100%;height:100%;top:0;left:0;display:block;box-sizing:border-
box;position:absolute;pointer-events:none;background-
color:rgba(175,197,207,0.75);border:transparent 2px solid;border-radius:0.2em}tw-link.enchantment-
button,.enchantment-link.enchantment-button,.enchantment-button:not(.enchantment-link) tw-
link,.enchantment-button:not(.enchantment-link) .enchantment-link{border-radius:16px;border-
style:solid;border-width:2px;text-align:center;padding:0px 8px;display:block}tw-dialog-links{padding-
top:1.5em}tw-dialog-links tw-link{border-radius:16px;border-style:solid;border-width:2px;text-
align:center;padding:0px 8px;display:block;display:inline-block}html{margin:0;height:100%;overflow-
x:hidden}*,:before,:after{position:relative;box-sizing:inherit}body{margin:0;height:100%}tw-
storydata{display:none}tw-story{display:-ms-flexbox;display:flex;-ms-flex-direction:column;flex-
direction:column;font:100% Georgia, serif;box-sizing:border-box;width:100%;min-height:100%;font-
size:1.5em;line-height:1.5em;padding:5% 5%;overflow:hidden;background-color:#000;color:#fff}tw-
story [style*=content-box] *{box-sizing:border-box}@media (min-width: 576px){tw-story{padding:5%
20%}}tw-story tw-consecutive-br{display:block;height:1.6ex;visibility:hidden}tw-story
select{background-color:transparent;font:inherit;border-style:solid;padding:2px}tw-story
select:not([disabled]){color:inherit}tw-story textarea{resize:none;background-
color:transparent;font:inherit;color:inherit;border-style:none;padding:2px}tw-story
input[type=checkbox]{transform:scale(1.5);margin:0 0.5em}tw-story tw-noscript{animation:appear
0.8s}tw-passage{display:block}tw-sidebar{text-align:center;display:-ms-flexbox;display:flex;-ms-flex-
pack:justify;justify-content:space-between}@media (min-width: 576px){tw-sidebar{left:-
5em;width:3em;position:absolute;-ms-flex-direction:column;flex-direction:column}tw-
enchantment[style*="width"]>tw-sidebar{width:inherit}tw-icon{display:inline-block;margin:0.5em
0;font-size:66px;font-family:"Verdana", sans-serif}tw-icon[alt]{opacity:0.2}tw-
icon[alt]:hover{opacity:0.4}tw-icon[data-label]::after{font-weight:bold;content:attr(data-label);font-
size:20px;bottom:-20px;left:-50%;white-space:nowrap}tw-meter{display:block}tw-hook:empty,tw-
expression:empty{display:none}tw-error{display:inline-block;border-radius:0.2em;padding:0.2em;font-
```

Working Files

- em forgotten.html

Getting Started ▾

- screenshots
- index.html
- main.css

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <meta charset="utf-8">
5 <meta content="width=device-width, initial-scale=1" name="viewport">
6 <title>em forgotten</title>
7 <style title="Twine CSS">@keyframes appear{0%{opacity:0}to{opacity:1}}@keyframes fade-in-out{0%,to{opacity:0}50%{opacity:1}}@keyframes
rumble{25%{top:-0.1em}75%{top:0.1em}0%,to{top:0px}}@keyframes shudder{25%{left:0.1em}75%{left:-0.1em}0%,to{left:0px}}@keyframes
buoy{25%{top:0.25em}75%{top:-0.25em}0%,to{top:0px}}@keyframes sway{25%{left:0.25em}75%{left:-0.25em}0%,to{left:0px}}@keyframes
pulse{0%{transform:scale(0,0)}20%{transform:scale(1.2,1.2)}40%{transform:scale(0.9,0.9)}60%{transform:scale(1.05,1.05)}80%
{transform:scale(0.925,0.925)}to{transform:scale(1,1)}@keyframes zoom-in{0%{transform:scale(0,0)}to{transform:scale(1,
1)}}@keyframes shudder-in{0%,to{transform:translateX(0em)}5%,25%,45%{transform:translateX(-1em)}15%,35%,55%
{transform:translateX(1em)}65%{transform:translateX(-0.6em)}75%{transform:translateX(0.6em)}85%{transform:translateX(-0.2em)}95%
{transform:translateX(0.2em)}}@keyframes rumble-in{0%,to{transform:translateY(0em)}5%,25%,45%{transform:translateY(-1em)}15%,35%,
55%{transform:translateY(1em)}65%{transform:translateY(-0.6em)}75%{transform:translateY(0.6em)}85%{transform:translateY(-0.2em)}95%
{transform:translateY(0.2em)}}@keyframes fidget{0%,8.1%,82.1%,31.1%,38.1%,44.1%,40.1%,47.1%,74.1%,16.1%,27.1%,72.1%,24.1%,
95.1%,6.1%,36.1%,20.1%,4.1%,91.1%,14.1%,87.1%,to{left:0px;top:0px}8%,82%,31%,38%,44%{left:-1px}40%,47%,74%,16%,27%
{left:1px}72%,24%,95%,6%,36%{top:-1px}20%,4%,91%,14%,87%{top:1px}}@keyframes slide-right{0%
{transform:translateX(-100vw)}}@keyframes slide-left{0%{transform:translateX(100vw)}}@keyframes slide-up{0%
{transform:translateY(100vh)}}@keyframes slide-down{0%{transform:translateY(-100vh)}}@keyframes fade-right{0%
{opacity:0;transform:translateX(-1em)}to{opacity:1}}@keyframes fade-left{0%
{opacity:0;transform:translateX(1em)}to{opacity:1}}@keyframes fade-up{0%{opacity:0;transform:translateY(1em)}to{opacity:1}}@keyframes
fade-down{0%{opacity:0;transform:translateY(-1em)}to{opacity:1}}@keyframes flicker{0%,29%,31%,63%,65%,77%,79%,86%,88%,91%,93%
{opacity:0}30%{opacity:0.2}64%{opacity:0.4}78%{opacity:0.6}87%{opacity:0.8}92%,to{opacity:1}}@keyframes blur{0%
{filter:blur(2rem);opacity:0}25%{opacity:1}to{filter:blur(0rem);opacity:1}}.dom-debug-mode tw-story,.dom-debug-mode tw-passage,.dom-
debug-mode tw-sidebar,.dom-debug-mode tw-include,.dom-debug-mode tw-hook,.dom-debug-mode tw-expression,.dom-debug-mode tw-link,.dom-
debug-mode tw-dialog,.dom-debug-mode tw-columns,.dom-debug-mode tw-column,.dom-debug-mode tw-align{outline:1px solid #f5a3da;min-
height:32px;display:block !important}.dom-debug-mode tw-story::before,.dom-debug-mode tw-passage::before,.dom-debug-mode tw-
sidebar::before,.dom-debug-mode tw-include::before,.dom-debug-mode tw-hook::before,.dom-debug-mode tw-expression::before,.dom-debug-
mode tw-link::before,.dom-debug-mode tw-dialog::before,.dom-debug-mode tw-columns::before,.dom-debug-mode tw-column::before,.dom-
debug-mode tw-align::before{position:absolute;top:0;left:0;height:16px;background-color:#f5a3da;color:black;font-size:16px;font-
weight:normal;font-style:normal;font-family:monospace;display:inline-block;line-height:100%;white-space:pre;z-index:999997}.dom-debug-
mode tw-story:hover,.dom-debug-mode tw-passage:hover,.dom-debug-mode tw-sidebar:hover,.dom-debug-mode tw-include:hover,.dom-debug-mode
tw-hook:hover,.dom-debug-mode tw-expression:hover,.dom-debug-mode tw-link:hover,.dom-debug-mode tw-dialog:hover,.dom-debug-mode tw-
columns:hover,.dom-debug-mode tw-column:hover,.dom-debug-mode tw-align:hover{outline:1px solid #fc9}.dom-debug-mode tw-
story:hover::before,.dom-debug-mode tw-passage:hover::before,.dom-debug-mode tw-sidebar:hover::before,.dom-debug-mode tw-
include:hover::before,.dom-debug-mode tw-hook:hover::before,.dom-debug-mode tw-expression:hover::before,.dom-debug-mode tw-
link:hover::before,.dom-debug-mode tw-dialog:hover::before,.dom-debug-mode tw-columns:hover::before,.dom-debug-mode tw-
column:hover::before,.dom-debug-mode tw-align:hover::before{background-color:#fc9;transition:background-color 1s}.dom-debug-mode tw-
```