The \texttt{gamebook} package*

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\section*{Introduction}

This package provides the means to layout gamebooks with \LaTeX{}. If you do not know what a gamebook is, just have a look at the informative Wikipedia article \url{http://en.wikipedia.org/wiki/Gamebook} or check out Demian’s very good overview website, where you can find tons of information about gamebooks:\url{http://www.gamebooks.org}

A simple gamebook example is included with this package, teaching you how to use the package in no time.

If you created a gamebook using this package, please drop me an e-mail (ideally, send an PDF of the gamebook along). Thanks in advance.

\section*{Package Loading}

You can load the \texttt{gamebook} package easily together with the typical \LaTeX{}-classes:

\begin{verbatim}
\usepackage[⟨optional arguments⟩]{gamebook}
\end{verbatim}

With respect to the \textit{optional arguments}, you have the following ones available:

- \texttt{debug}: Print the label ids of the referenced sections each time you refer to a section.
- \texttt{draft}: Print drafting information (time etc.) on each page.

The available commands and environments are described in the following.

\section*{Usage}

\begin{description}
\item[\texttt{\gbsn{⟨id⟩}}] The \texttt{\gbsn{⟨id⟩}} macro is the core of the package, defining the different (numbered) sections of the gamebook. It takes one mandatory argument that specifies the reference id (just as you would with a \texttt{label} command.
\item[\texttt{\gbt{⟨id⟩}}] The \texttt{\gbt{⟨id⟩}} macro prints a link to a numbered section of the gamebook.
\end{description}

*This document corresponds to \texttt{gamebook} v1.0, dated 2011/11/29.
It takes one mandatory argument that specifies the reference id of the respective section (as defined using the `\gbsection` macro). By default, there is a text before the link: “turn to”. You can change this text to your liking by using the following:

\[\texttt{\renewcommand{\gbturntext}{⟨my new text⟩}}\]

\texttt{\gbturnoptions} If there are many options for the reader at the end of one section, you can use the environment \texttt{\gbturnoptions} for printing an indented list of these options.

\texttt{\gbitem} Please note that the items of such a list are declared by using the `\gbitem` macro.

\texttt{\gbvillain} As in any good gamebook, there is the need for villains and opponents. These are typeset using the following command:

\[\texttt{\gbvillain{⟨villain’s name⟩}{⟨skill⟩}{⟨skill level⟩}{⟨life⟩}{⟨life level⟩}}\]

\texttt{\gbheader} In order to have both the first and the last numbered section in the headline of the page, use the command `\gbheader`. This changes the page style accordingly. It is also possible to put some text at the opposite side of the header (default “Gamebook”):

`\texttt{\renewcommand{\gbheadtext}{⟨my new text⟩}}`

This is only the formal documentation of the commands, a live example is included with the package. Please refer to this for details.

**Todo**

It would be nice to have random figures in the text or fixed figures on a whole left page (belonging to a certain section on the right page).

Also, it would be good to customize the layout of sections and references to them (\texttt{\fbox} etc.).

**Implementation**

This describes the source code for \texttt{gamebook.sty}. The first snippet deals with the available options and how to process them.

\begin{verbatim}
1 \RequirePackage{ifthen}
2 \newboolean{@debug}
3 \newboolean{@drafting}
4 \DeclareOption{debug}{\setboolean{@debug}{true}}
5 \DeclareOption{draft}{\setboolean{@drafting}{true}}
6 \ProcessOptions\relax
\end{verbatim}

The packages \texttt{fancyhdr} and \texttt{extramarks} are used to get the headlines right, i.e., to print both the first and last numbered section for navigation within the gamebook. \texttt{extramarks} is an add-on for \texttt{fancyhdr} providing commands such as `\firstmark` etc. \texttt{\gbheadtext} is printed on the opposite side of the section numbers and can be changed as shown in the documentation above.
For debugging purposes, the reference ids of each section or reference can be printed (using the `debug` option). This command should only be used internally, \gbdebugx for section headers, printing the reference id in the margin and \gbdebug for all other places.

\newcommand{\gbdebug}{\protect{\ifthenelse{\boolean{@debug}}{~\texttt{\scriptsize(#1)}}{\relax}}}
\newcommand{\gbdebugx}{\protect{\ifthenelse{\boolean{@debug}}{\marginpar{\texttt{\scriptsize(#1)}}}{\relax}}}

The layout of the numbered sections is achieved using the \texttt{titlesec} package. A section then starts with a boxed, bold number. If you would like to change this, redefine \texttt{\titleformat{\section}} accordingly.

Based on this, the command \gbsection is defined, consisting of an empty, but numbered section that contains a label (which is the mandatory parameter of \gbsection).

\newcommand{\gbsection}{\section{\label{#1}}\gbdebugx{#1}}

References to numbered sections are typeset using \gbturn, which puts the text defined in \gbturntext before the reference. Change \gbturntext for having a different or no text before the reference. The layout of these references can be changed by redefining \gbturn.

\newcommand{\gbturn}{turn\texttt{\scriptsize to~}}
\newcommand{\gbturntext}{\bfseries\ref{#1}\gbdebug{#1}\%\texttt{\scriptsize~}}

Villains and other kinds of opponents are typeset within a special tabbing environment.

\newenvironment{gbtabbing}{\setlength{\topsep}{0pt} \setlength{\tabbingsep}{0pt} % \setlength{\partopsep}{0pt} \tabbing}{\endtabbing}
\newcommand{\gbvillain}[5]{% 
\hfill\begin{gbtabbing}
\hspace{\parindent}\= Sehr sehr lenger Name \\
\= Sehr langer Skill + Wert \= Sehr langer Skill + Wert \kill
\end{gbtabbing}%
}

gbturnoptions

In order to offer multiple options as some kind of itemized list, a special environment (including a dedicated item macro) is created.

\RequirePackage{enumitem}
\newlist{gbturnoptions}{itemize}{1}
\setlist[gbturnoptions]{
leftmargin=\parindent,labelindent=\parindent,label=} % noitemsep
\newcommand{\gbitem}[2]{\item #1\hfill\gbturn{#2}}

In order to print drafting information on each page (if the option draft is enabled, certain configurations are made here. This is probably not useful for most users and is likely to be removed in future versions.

\ifthenelse{\boolean{@drafting}}{\% 
\RequirePackage{draftwatermark}\% 
\SetWatermarkLightness{0.9}\% 
\SetWatermarkScale{.5}\% 
\SetWatermarkText{\today\ at \thistime}\% 
\SetWatermarkText{Draft}\% 
\RequirePackage{scftime}\% time access 
\PassOptionsToPackage{draft}{prelim2e}\% 
\RequirePackage{prelim2e}\% 
\renewcommand{\PrelimWords}{\relax}\% 
\renewcommand{\PrelimText}{\footnotesize\[\,\today\ at \thistime\,\]}\{\relax\% 
That’s all, folks.

Change History

v1.0

General: Initial version . . . . . . . . 1