

***Story Forge*: Transforming Books into Interactive Text-Adventure Games using Local Large Language Models**

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Abstract

Story Forge is a digital platform that transforms books into interactive text-adventure games using local large language models (LLMs). This iteration adapts *Mutiny Aboard the HMS Bounty*, a historical account of a late 18th-century revolt aboard a British merchant vessel, allowing players to engage with the story dynamically. The platform employs a "Story Card" system, a structured summary that the model references at each turn to maintain narrative coherence. This approach ensures that character actions, plot progression, and story structure remain aligned with the original material while still allowing for player agency and variation in how events unfold.

Through iterative prototyping and testing, *Story Forge* demonstrates both the strengths and limitations of LLMs in narrative design. The model enables dynamic storytelling by allowing players to engage with the narrative in multiple ways, supporting new plot branches and alternative story arcs. However, maintaining strict adherence to the source material remains a challenge, as the AI occasionally deviates from the structured plot despite the Story Card constraints. While the model effectively processes player input and generates cohesive responses, its output (currently) lacks the nuance of human-authored storytelling, sometimes resulting in dialogue and descriptions that feel repetitive or lacking in depth.

These findings highlight the potential of AI-driven narrative systems to create interactive adaptations of existing stories while also revealing the complexities of balancing structure and flexibility in procedural storytelling. This research provides a foundation for further exploration into AI-assisted narrative design and offers insight into how large language models can be used to enhance engagement, personalization, and interactivity in digital storytelling.

Chapter 1. Introduction & Research Questions

1.1 Introduction

Interactive storytelling has long been a compelling medium for engaging audiences in narrative-driven experiences. From early oral traditions to modern digital platforms, storytelling has continuously evolved, incorporating new technologies to enhance immersion and interactivity (Rizvic et al., 2019). This thesis explores how local large language models (LLMs) can be utilized to transform traditional storybooks into interactive text-adventure games, providing a unique intersection between literature, AI, and game design.

The project at the centre of this research, *Story Forge*, is a digital platform that uses LLMs to generate interactive storytelling experiences in real-time. Unlike cloud-based AI solutions, *Story Forge* operates using locally hosted models. This ensures data privacy, offline accessibility, and greater control over narrative consistency. By structuring AI-driven storytelling around a “Story Card” framework – a pre-defined narrative summary that guides AI generation – *Story Forge* aims to balance user agency with narrative coherence. This approach allows players to explore multiple story paths while staying true to the original text.

Developing interactive AI-driven narratives presents several challenges. One of the key issues is maintaining coherence and logical progression in dynamically generated text. Without structured constraints, AI models often struggle with consistency. Additionally, striking a balance between player agency and narrative structure requires careful design, as excessive AI control can make the experience feel rigid, while too much player freedom can result in incoherent storylines. *Story Forge* addresses these challenges through iterative design, prompt engineering, and model fine-tuning, ensuring that the AI-generated narratives align with the source material.

This research contributes to understanding how AI can be applied to narrative-driven systems, offering insights for applications in game design, narrative design, and digital futures. By exploring both the opportunities and challenges of using AI in interactive storytelling, this thesis aims to advance the development of systems that can create meaningful, user-driven narrative experiences.

The potential applications of *Story Forge* are illustrated in the accompanying figure, which presents a possible use case displayed on a tablet. This visual representation highlights how the platform could be experienced in a real-world setting. By integrating AI-driven storytelling into a portable format, *Story Forge* extends the potential for interactive narratives beyond traditional gaming spaces, offering users an intuitive and immersive experience that aligns with new digital storytelling practices.



Figure 1: Story Forge – Photo by Matthew Nazarian

1.2 Research Questions

Working within this background and context I developed the following research questions to help guide my process:

1. How can local large language models be used to transform books and print stories into interactive text-adventure games?
2. What are the opportunities and challenges with using local large language models as tools for designing engaging and adaptive experiences in narrative-driven games?

Chapter 2: Contextual Review

2.1 A History of Text Adventure Games

The history of text-adventure games provides an important foundation for understanding the role of AI in narrative design, particularly as it applies to interactive storytelling. Text-adventure games, also known as interactive fiction (IF), emerged in the 1970s with early works like *Colossal Cave Adventure* (Crowther & Woods, 1977) which pioneered the combination of natural language processing with a simulated game world. Players would issue text-based commands such as “go north” or “pick up sword,” and the game, through its parser and underlying world model, would interpret these actions and respond with narrative descriptions. This structure allowed players to engage in storytelling that adapted to their choices, making text-adventure games a unique form of narrative-driven gameplay (Montfort, 2013).

As the genre developed, commercial entities such as Infocom in the 1980s expanded the possibilities of IF, producing sophisticated games like *Zork* (Anderson et al., 1977) and *Deadline* (Blank, 1982) that incorporated complex puzzles, nuanced characters, and detailed environments. Infocom’s use of the Z-Machine interpreter allowed these games to be played across various platforms, further popularizing the medium. However, as graphical user interfaces and more visually immersive games gained popularity, the commercial market for text-adventure games declined. Despite this, IF found a new life in the hands of hobbyists and independent developers who, aided by tools like Inform and TADS, continued to create innovative works of interactive fiction (Montfort, 2013).

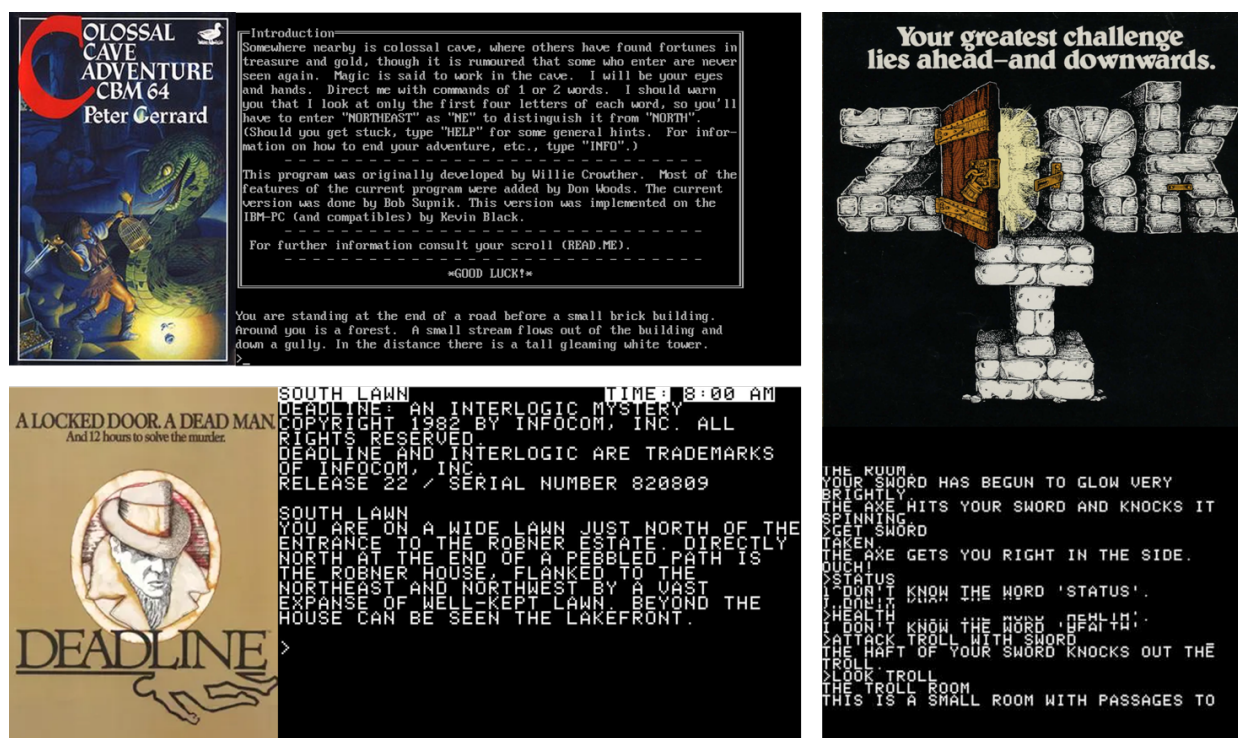


Figure 2. *Colossal Cave Adventure* (1976), *Deadline* (1982), *Zork I* (1980), Sample screens showing some of the earliest text-adventure games in the genre – Photos from dosgames.com

As text-adventure games evolved, their impact was shaped by the limited but engaging access to computers during the 1970s and 1980s. (Washenko, 2024) describes how, for many, early encounters with interactive fiction were formative experiences. IF author and tool creator Andrew Plotkin recalled his first experience with *Adventure*:

"My father's office had an open house in about 1978," he said. "We all went in and looked at the computers – computers were very exciting in 1978 – and he fired up *Adventure* on one of the terminals. And I, being eight years old, realized this was the best thing in the universe and immediately wanted to do that forever."

Plotkin's reaction reflects the appeal that early interactive fiction had for those encountering it for the first time. For many, the novelty of engaging with a text-based system, where input generated responses, was fascinating. In Plotkin's case, this early exposure led to a lasting interest in interactive storytelling.

Graham Nelson, creator of the Inform language and author of *Curses*, described a similar sense of impact:

"It is hard to overstate how potent the effect of this game was," he said. "Partly that was because the behemoth-like machine controlling the story was itself beyond ordinary human experience."

Nelson highlights the role of technology in shaping the experience of early text-adventure games. The size and complexity of the computers running these programs made the experience feel distinct from other forms of entertainment. Additionally, the way players could interact with a machine to influence a narrative was a new concept at the time, reinforcing the idea that interactive fiction was as much a product of technological development as it was of storytelling traditions.

The relationship between computing and interactive fiction is further emphasized by software developer and tech entrepreneur Liza Daly:

"I think it's always been a focus on the written word as an engine for what we consider a game. Originally, that was born out of necessity of primitive computers of the '70s and '80s, but people discovered that there was a lot to mine there."

Daly suggests that the text-based nature of early interactive fiction was initially a constraint, imposed by the limitations of early computers. This limitation however, also emphasized language as the core element of gameplay. Rather than relying on graphics, these games developed narrative complexity through text, which became a defining characteristic of the genre.

As home computers like the Apple II and the Vic-20 became more widely available, interactive fiction reached a larger audience and began to develop as a distinct narrative form (Washenko, 2024). The early constraints imposed by computing technology shaped the structure of these games, but over time, the genre continued to evolve as new tools and systems became available.

The resurgence of interest in narrative-driven experiences and the rise of AI have once again re-opened the discussion around text-adventure games as a medium for interactive storytelling. Today, there is ongoing experimentation with using AI to generate narrative text-adventure games, often employing object-centric parsers to create dynamic experiences. (Radoff, 2022; Śliwa, 2024; Walton, 2019). This thesis looks at how traditional text-adventure game mechanics can be integrated with local large language models to enhance narrative experiences, building on the historical development of the genre.

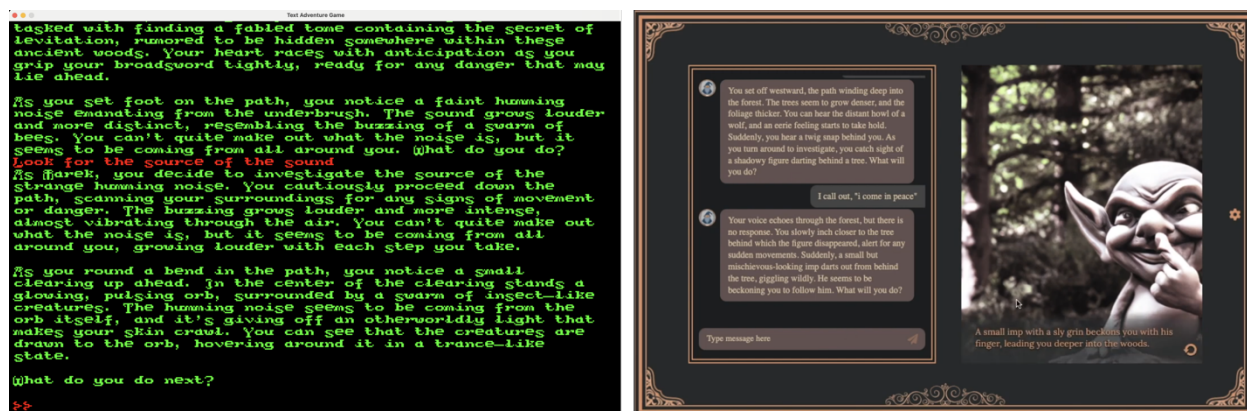


Figure 3. Examples of modern AI text-adventure experimentation: Śliwa (2024) & Walsh (2019)

2.2 Training AI to make games

The use of large language models in interactive storytelling has led to new approaches in text-adventure game design. Several existing projects have explored how AI can generate dynamic narratives, responding to player input in real time. These projects provide insight into the potential of AI-driven storytelling and serve as a foundation for this research.

Understanding these approaches is particularly relevant to *Story Forge*, which aims to integrate structured storytelling with AI-generated narrative flexibility. The following examples highlight several foundational developments in AI-generated text-adventure games, including AI Dungeon's open-ended narrative structure, experiments with ChatGPT as a digital storyteller, and the use of local models to create structured narrative experiences.

2.2.1 AI Dungeon

This project builds on and takes inspiration from several established projects that utilize large language models to generate narrative paths in a text-based setting. A foundational example in the AI text adventure genre is the game AI Dungeon. AI Dungeon is a text-based adventure game powered by AI, specifically using OpenAI's GPT language models, to create dynamic and interactive storytelling experiences. Players input commands, and the AI generates responses that shape the narrative in real-time. This open-ended format allows for immense creative freedom, enabling users to guide the story in any direction they choose, from fantasy adventures to science fiction tales (Walton, 2019).

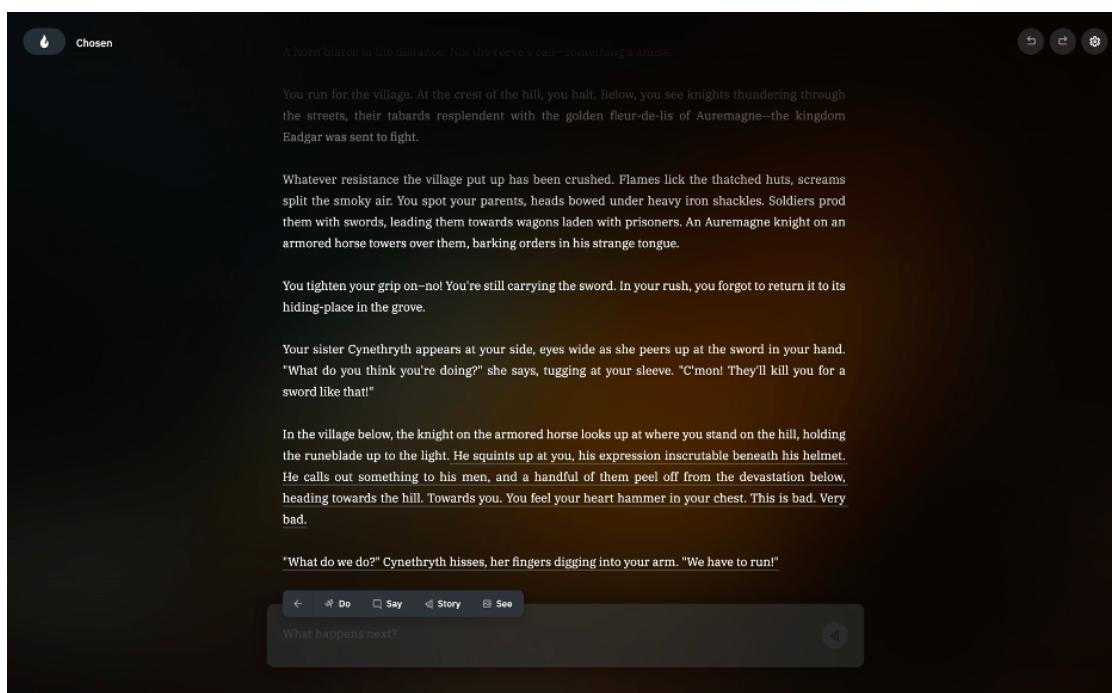


Figure 3. AI Dungeon, Walton (2019)

2.2.2 Creating a Text-Adventure Game with ChatGPT

One of the main inspirations for the system prompt structure came from Jon Radoff's experiments with large language models and text-adventure games. Radoff discusses how to use OpenAI's GPT models to create a text-adventure game where the AI generates narrative scenarios in response to player commands (Radoff, 2022). The AI acts like a Dungeon Master (DM), a role in tabletop role-playing games where one participant controls the game world, describes the setting, and determines the outcomes of player actions (Wizards of the Coast et al., 2014). In this context, the AI serves a similar function by interpreting player input and dynamically shaping the story's progression, much like traditional parser-based games. Radoff explains how to set up the system, using ChatGPT to handle player interactions and generate evolving storylines, making the game flexible and responsive (Radoff, 2022). This article provides an excellent starting point into prompt engineering and crafting prompts to optimize the output of AI models.

2.2.3 Retro Text-Adventure Games with Modern AI

This thesis also draws on Rob Śliwa's work with Ollama, local large language models and specifically, his structured story and player card approach. Śliwa developed a Dungeons & Dragons-style dungeon master using local LLMs, creating a narrative framework that incorporated pre-written character sheets to define character behaviours. Inspired by retro text-adventure classics like *The Hobbit* and *The Neverending Story*, Śliwa aimed to build a game where an LLM acts as a dungeon master – driving the story, role-playing NPCs, and interpreting player input. To address challenges with narrative coherence, Śliwa structured the game with predefined player cards, which provide narrative prompts to guide the LLM and maintain story consistency. The game's configuration is managed with YAML files specifying the LLM model, as well as story and character details (Śliwa, 2024).

YAML (Yet Another Markup Language) is a human-readable data serialization format commonly used for configuration files and structured data (*What Is YAML?*, 2023). It is particularly well-suited for text-based applications because it supports hierarchical structures and uses indentation for organization. YAML's simplicity and flexibility make it ideal for structuring game data, allowing for easier narrative adjustments and customization without excessive formatting constraints. By using Ollama, an open-source service for running LLMs locally, Śliwa's setup ensures that his game functions independently of cloud services, avoiding associated costs (Ollama, n.d.).

2.3 AI and Storytelling

The ability of AI to create engaging and coherent narratives is a key consideration in interactive storytelling. Researchers have explored whether AI-generated stories can match human-authored narratives in terms of immersion, persuasion, and adaptability. These studies provide insight into how AI models like ChatGPT perform as storytellers, and how AI-driven systems can be designed to enhance player experience in games. The following section examines research on AI's effectiveness in storytelling, including its ability to engage readers, shape beliefs, and dynamically respond to player choices.

2.3.1 Can AI Tell Good Stories? Narrative Transportation and Persuasion with ChatGPT

Researchers have been exploring AI's capacity to craft engaging and persuasive narratives that could rival human storytelling. A recent study from Chu & Liu (2023), investigated this potential by examining how well ChatGPT, an AI language model, performs

as a storyteller. The research sought to determine whether AI-generated narratives can elicit levels of engagement, transportation, and influence on beliefs comparable to those of human-authored stories.

“Can AI Tell Good Stories? Narrative Transportation and Persuasion with ChatGPT” is a recent study that explores ChatGPT's ability to create engaging and persuasive narratives comparable to human-authored stories. The researchers hypothesized that stories labeled as AI-generated will lead to lower narrative transportation – the readers absorption into the story, – higher counterarguing, and fewer story-consistent beliefs. This hypothesis is rooted in potential public skepticism towards AI as a source of narrative content (Chu & Liu, 2023). Many readers may view AI-generated stories as lacking the depth, creativity, and emotional authenticity of human-authored narratives. This skepticism partly arises from AI's reliance on pattern recognition, which can lead to formulaic storytelling which often lacks the depth of human authorship. Also, concerns about bias, misinformation, and ethics contribute to the broader debate, particularly as AI-generated content becomes more common in creative fields (*Is AI Creative?* / Vox, n.d.).

To assess ChatGPT's narrative potential, the researchers conducted three pre-registered experiments comparing human-written and ChatGPT-generated narratives. They used the following metrics to measure success:

Table 1. Evaluation Criteria: Can AI Tell Good Stories?

Evaluation Criteria	Description
Narrative Transportation	Participants' immersion in the story, measured using Green & Brock's, (2000) transportation scale.
Counterarguing	Instances where participants critiqued or disagreed with the narrative, using a scale adapted from Moyer-Gusé & Nabi, (2010).
Story-Consistent Beliefs and Attitudes	The degree to which readers aligned with the story's values or themes.
Behavioural Intentions	Planned actions based on the story's message

The data included quantitative measures from participant responses to questions on transportation, counter arguing, story-consistent beliefs, and behavioral intentions. Researchers also recorded demographic details and responses to labels (AI vs. human-authored) to examine label effects on perceptions of narrative quality (Chu & Liu, 2023).

The study revealed that ChatGPT-generated stories achieved similar levels of transportation and story-consistent beliefs compared to human-generated narratives but led to less counterarguing overall. However, labeling a story as AI-generated consistently resulted in lower transportation and higher counterarguing compared to human-labeled stories, suggesting more critical engagement with AI-labeled narratives. While ChatGPT's linguistic coherence helped simulate story immersion, it was limited by a lack of creativity, potentially reducing engagement in certain contexts (Chu & Liu, 2023).

The conclusions support the hypothesis that AI-labeled narratives face skepticism and reduced engagement, as evidenced by lower transportation scores and increased counterarguing. However, the data also shows that ChatGPT-generated stories did not significantly differ from human narratives in terms of story-consistent beliefs, despite these limitations.

The findings from Chu & Liu (2023) underscore a critical challenge for integrating AI in narrative design, particularly in text-adventure games, where reader immersion (transportation) is essential for engagement. In the context of this thesis, these results suggest that players may approach AI-driven narratives with skepticism, especially if they know the story is AI-generated. This skepticism could lead to reduced immersion and increased counterarguing, as players question the AI's storytelling choices. However, the research also demonstrates that AI-generated stories can still convey story-consistent beliefs effectively, indicating that, with well-crafted prompts and structural guidance, AI has the potential to create compelling narratives.

2.3.2 Dynamic Interactive Storytelling for Computer Games Using AI Techniques

While AI models like ChatGPT try to match the engagement of human-written stories, another branch of interactive storytelling focuses on player-driven narratives in digital games. This approach goes beyond generating static content, using AI to dynamically adapt storylines based on player actions, thereby enhancing immersion. One notable example is the Digital Interactive Storytelling Engine (DISE), which employs various AI techniques to create a responsive narrative engine for games (Cooper et al., 2010). DISE empowers players to shape

stories through decisions and character interactions, offering a more personalized and engaging gaming experience.

DISE uses artificial intelligence to create dynamic, player-driven narratives in computer games. The researchers hypothesize that AI-powered procedural storytelling can deliver adaptive, non-linear narratives that enhance player immersion by responding to in-game decisions and providing a more personalized experience.

To evaluate DISE's performance, the researchers created the following metrics

Table 2. Evaluation Criteria: DISE for Computer Games

Evaluation Criteria	Description
Story Actions and Events	Assessing DISE's ability to let players select verbs and construct meaningful actions that influence the storyline.
Drama and Story Management	Evaluating the engine's effectiveness in managing narrative flow, linking events with the game's historical context, and ensuring continuity based on character goals and past events.
Personality and Emotional Models	Analyzing whether non-player characters (NPCs) could make decisions driven by unique, dynamic personality traits and emotions.
Sequencing and Role Management	Observing the engine's ability to calculate logically sequenced actions for NPCs, ensuring their reactions and choices align with their defined roles in the narrative.

The study concluded that the DISE engine successfully delivered dynamic, player-driven narratives, allowing for significant story adaptability based on player choices. The combination of AI techniques – including rule-based systems, constraints satisfaction, and character modeling – proved effective in simulating interactive storytelling and lifelike character interactions. The system provided a framework for non-linear storytelling in games, meeting the goal of enhancing immersion and allowing player actions to meaningfully impact the story.

The conclusions align well with the initial hypothesis, demonstrating that an AI-powered approach to interactive storytelling enables responsive, non-linear narratives that adapt to player decisions. The data collected on character actions, system performance, and

narrative adaptability supported the system's effectiveness in achieving its goals, validating the hypothesis that AI-driven storytelling can enhance player engagement in computer games.

Moving forward, these two studies provide a strong foundation for evaluating the *Story Forge* platform's performance in integrating narrative quality and adaptability. Insights from ChatGPT's engaging narratives and DISE's dynamic storytelling approach can shape *Story Forge*'s evaluation criteria, especially in balancing narrative coherence, player agency, and immersion.

2.4 How does it all come together?

Building upon the historical foundations of text-adventure games, modern advancements in AI provide new opportunities for enhancing player engagement and narrative complexity through experience management and dynamic story adaptation. As Riedl, Bulitko, and Thue (2011) discuss, AI has evolved from merely being an opponent in games to playing a critical role in managing the player's experience. This is especially important in text-adventure games, where the player's choices can significantly impact the progression of the narrative.

Experience management is essential for guiding the player through an interactive narrative while maintaining coherence and ensuring that the story remains engaging. In text-adventure games, this means that the AI must balance providing the player with a sense of freedom and agency while subtly steering the narrative toward key plot points. The AI's role becomes one of a storyteller, ensuring that the player's experience is enjoyable by managing the flow of the story without stripping away the player's ability to make meaningful decisions (Riedl et al., 2011).

The ability for players to shape their experience through their choices lies at the heart of interactive fiction. However, unrestricted player freedom can lead to narrative disjunctions, making the story incoherent or unfulfilling. This is where the inclusion of a robust narrative framework becomes critical. The AI, acting as an experience manager, dynamically adapts to the player's decisions while keeping the story on track. It does this by projecting potential future narrative paths, recalibrating the story as needed to account for exceptional player actions. Additionally, the concept of dynamic story adaptation ensures that the narrative remains fluid and responsive to the player's actions without sacrificing overall coherence. For instance, if a player takes an unexpected action that disrupts the intended story, the AI recalculates and adapts the plot, either through small adjustments or by creating entirely new

narrative trajectories. This dynamic flexibility is critical for text-adventure games, as it allows for the creation of personalized, interactive stories that feel tailored to the player while maintaining a structured progression (Riedl et al., 2011).

By incorporating these principles of AI-driven experience management and storytelling, this proposed thesis will utilize local large language models to transform books into interactive text-adventure games. Through the story card approach, where the AI is guided by a structured summary of each book, the unpredictability common in highly generative AI models can be minimized. This ensures that while the narrative adapts to the player's decisions, the overarching structure and core themes of the story remain intact.

Chapter 3: Approach, Methods and Methodologies

3.1 Approach & Theoretical Framework

This project was my first time working with local LLMs in this capacity, and it required learning multiple new technologies from the ground up. Before this, I had no experience using local models, or building web apps. Developing the platform also meant learning React and Vite, both of which were entirely new to me. Each stage of the project involved a steep learning curve, forcing me to continuously refine my approach while implementing and testing different components. This process of self-directed learning and experimentation aligns with Critical Making, as it involved both theoretical exploration and hands-on problem-solving. Also, the challenges of adapting to new technologies reinforced the Iterative Design methodology; rather than following a rigid development plan, I had to approach each problem through cycles of testing, evaluation, and refinement. These combined approaches shaped the way I navigated the complexities of AI-driven storytelling, ensuring that the platform evolved through constant experimentation and adaptation.

3.1.1 Critical Making

Why Critical Making?

Critical Making bridges the gap between critical thinking and hands-on experimentation, emphasizing the importance of learning through the process of creating (Ratto, 2011). It integrates material production with theoretical reflection, encouraging iterative experimentation to explore complex socio-technical relationships. Unlike traditional design methodologies focused solely on problem-solving or delivering products, Critical Making

highlights the significance of the making process itself, fostering new socio-technical literacies through exploration and reflection (Butts, 2022).

How Critical Making Was Used in *Story Forge*

In the context of this project – using large language models to create interactive text adventure games – Critical Making provides a lens to evaluate the viability of Generative AI in narrative design. By engaging in iterative development and testing of AI-generated narratives, this project not only examines the technical capabilities of large language models but also critically reflects on their potential to shape storytelling practices. Just as Critical Making encourages exploring "what happens if" questions through design, this project investigates how AI-driven text adventure games can balance player agency with narrative coherence, adapting to user input while looking at the technical challenges of generative storytelling.

3.1.2 Iterative Design

Why Iterative Design?

Iterative design is a cyclical approach to development that involves prototyping, testing, evaluating, and refining a system through repeated cycles (Dow et al., 2010). The iterative design process is valuable because it facilitates progressive knowledge generation, allowing individuals to refine their understanding of a system's requirements through repeated experimentation. Instead of following strict design rules, this approach allows for flexibility, making it easier to add new ideas and adjust to unexpected problems. Research in design iteration highlights its role in improving efficiency by enabling concurrent development, where different aspects of a project evolve simultaneously while remaining responsive to ongoing evaluations (Zimmerman et al., 2007). Being able to keep improving a project is especially helpful when working with complex systems like AI-driven stories, where unexpected behaviours and results require regular updates.

How Iterative Design Was Used in *Story Forge*

The development of *Story Forge* followed an iterative design process that allowed for continuous refinement of its functionality. Initially, I created a prototype focusing on core mechanics such as AI-generated storytelling, user interaction, and basic structural elements. Instead of relying on external testers, I evaluated the platform myself using predefined criteria

aligned with my research objectives. This self-evaluation focused on areas such as narrative consistency, AI adaptability, and user engagement, allowing me to track the system's performance relative to my initial vision.

Each iteration involved assessing the prototype's output, identifying inconsistencies, and making targeted refinements. For example, early versions of the system struggled to maintain narrative cohesion, often deviating significantly from the intended story structure. To address this, I implemented the Story Card framework, a mechanic that provided the AI with a structured reference to anchor its storytelling. Through successive iterations, I fine-tuned how the model referenced this structure, improving its ability to balance creative flexibility with fidelity to the original narrative. Similarly, I experimented with different model configurations, adjusting parameters such as temperature settings to optimize the AI's responsiveness to user input while minimizing unwanted narrative drift.

Why Iterative Design Was Essential to *Story Forge*

The iterative approach was essential to *Story Forge*'s development because it allowed me to systematically refine the platform in alignment with my research questions. By structuring the process around cycles of experimentation and evaluation, I was able to make informed design choices rather than relying on assumptions about how the system should behave. This was particularly crucial in working with generative AI models, where outcomes can be highly variable and require careful tuning.

Iterative design played a crucial role in addressing challenges commonly found in AI-driven narratives, such as inconsistencies in storytelling and limited player agency. By continuously testing and refining the system, I was able to identify and resolve issues early, preventing them from becoming major obstacles later in development. This iterative process also provided the flexibility to explore alternative design choices. For instance, after recognizing the limitations of a purely text-based interface, I introduced a graphical user interface in later iterations to enhance the user experience after determining that a purely text-based interface was limiting.

Overall, the use of iterative design in *Story Forge* enabled a structured yet adaptable development process that resulted in a more refined final product. Through Iterative Design, I was able to create a platform that not only met my initial research objectives but also provided valuable insights into the challenges and possibilities of AI-driven storytelling.

Chapter 4: Design Process

4.1 Where to start?

Developing an interactive fiction platform requires balancing storytelling principles with technical design. To create a compelling experience, both the narrative structure and the user interface must work together to support player engagement. This section explores key design considerations, starting with foundational principles of interactive fiction and the role of user interface (UI) design in text-adventure games. By drawing on established conventions from classic games and theoretical frameworks, this chapter lays the groundwork for refining the *Story Forge* platform.

4.1.1 Principles of Interactive Fiction

In 1995, Graham Nelson wrote a series of essays titled *The Craft of the Adventure: Five Articles on the Design of Adventure Games* which outlined the foundational principles for creating interactive fiction (IF) games (Nelson, 1995). Nelson stipulates that interactive fiction games need to balance complexity and playability to give an engaging and enjoyable gameplay experience and drafted the “Bill of Player’s Rights.” Here are some of the rules:

1. Not to be killed without warning
2. Not to be given horribly unclear hints
3. To be able to win without experience of past lives
4. To be able to win without knowledge of future events
5. Not need to do unlikely things
6. To have a decent parser
7. To have reasonable freedom of action

For an effective text-adventure game that balanced complexity and playability, I developed the system training prompts in accordance with these rules. However, some modifications were necessary, as the models adapted storybooks, which required maintaining a relatively coherent narrative structure. This adaptation was one of the main challenges during the development of the *StoryForge* platform: how to balance creating an immersive and engaging experience while ensuring that the original storyline and intended pacing remained intact.

4.1.2 Text-Adventure UI Design

The other essential part of developing an engaging text-adventure platform is UI design – how to begin creating an interface that fully embraces the platform's strengths? A well-designed UI should enhance text-based interaction, support parser-driven commands, and present clear storytelling to keep the user engaged. To explore this, I looked at several games in the genre, including *Zork I*, *Zork II*, *Colossal Cave Adventure*, *The Hobbit*, and *The Neverending Story* that all share common attributes that I incorporated going forward.

Text Display and Formatting – *Zork I & Zork II*

The *Zork* series presented its text in a structured, easy-to-read format, with clear distinctions between player input and game output. The game's responses were spaced out effectively, avoiding large blocks of text that could overwhelm the player. Commands were entered in a single line, which helped keep interaction straightforward, and the lack of unnecessary embellishments kept the focus on the text itself, ensuring readability (Anderson et al., 1977, 1981).

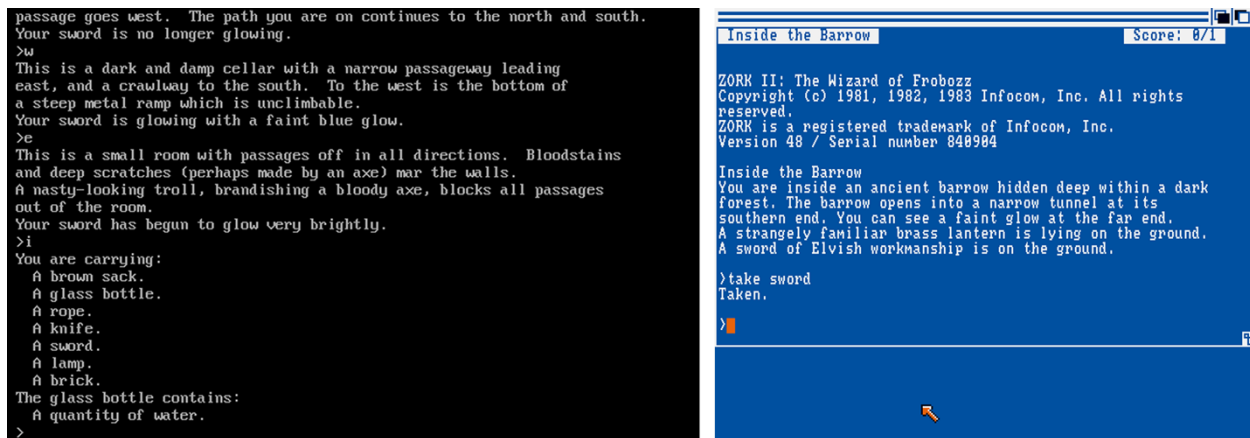


Figure 4. Screenshots from *Zork I & II* showing the visual formatting with the input marked at the bottom with a ">" – Screenshots taken from myabandonware.com

For *Story Forge*, this approach highlighted the importance of maintaining clean text formatting. Large paragraphs were broken into digestible sections, and clear visual differentiation was established between the user's input and the system's response. Implementing a responsive text window that accommodated natural text flow prevented information overload and improved readability.

Input and Parsing System – *Colossal Cave Adventure*

Colossal Cave Adventure was one of the earliest examples of parser-based interaction, where players typed commands in natural language to interact with the game world. The system interpreted two-word commands such as "GO NORTH" or "TAKE LAMP." The interface was entirely text-based, with no additional visual elements beyond the scrolling text feed (Crowther & Woods, 1977).

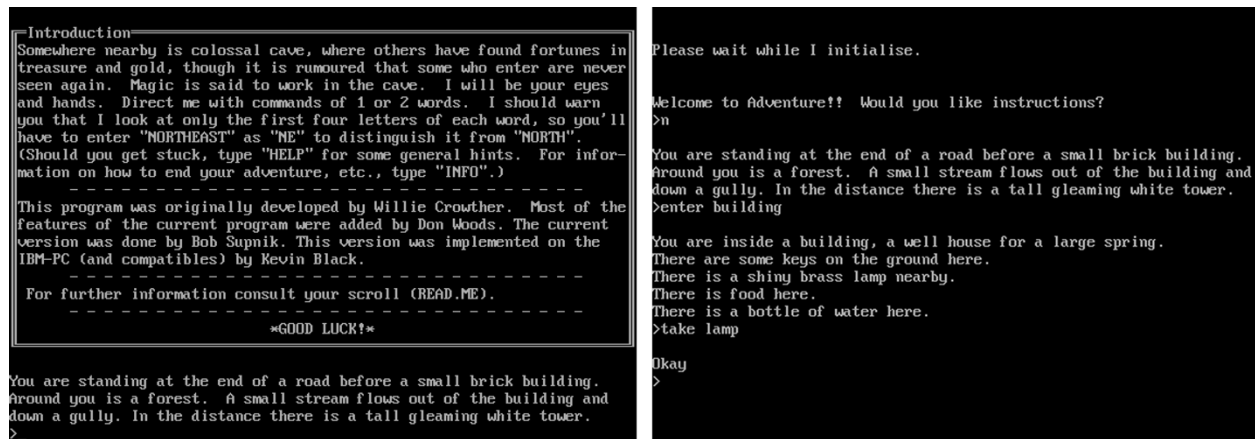


Figure 5. Screenshots from *Colossal Cave Adventure* showing the simple text-based interface – Screenshots taken from myabandonware.com

While this method allowed for flexible user interaction, it also introduced the challenge of player errors due to phrasing inconsistencies. *Story Forge* benefited from this by keeping a text parser for natural interaction but incorporating a multiple-choice option for clarity and accessibility. This ensured that players unfamiliar with traditional parser commands could still properly engage with the game.

Use of Visuals and Scene Descriptions – *The Hobbit*

The Hobbit introduced a unique approach to UI design by including small, simple visual elements alongside its text descriptions. The interface featured a compact screen layout that included a text window for descriptions, an input box for commands, and a small image representing the current scene. This helped ground the player in the narrative space without overwhelming them with visuals (Megler & Mitchell, 1982).



Figure 6. Screenshots from *The Hobbit* showing the room-description visual cues – Screenshots taken from myabandonware.com

For *Story Forge*, this highlighted the potential benefit of incorporating simple visual cues to complement text descriptions. Adding small images to depict locations enhanced immersion and provided additional context without detracting from the core text-adventure mechanics.

Text Layout and Readability – *Zork I* & *Colossal Cave Adventure*

Both *Zork* and *Colossal Cave Adventure* employed a justified text layout, where text neatly aligned on the left while maintaining natural spacing. These games also limited the amount of text shown on-screen at any given time, encouraging players to process information in structured segments. Scrolling mechanics prevented excessive clutter, keeping the interface manageable and easy to follow. For *Story Forge*, adopting a two-column layout improved organization. Breaking long passages into paragraph-based blocks rather than continuous streams improved readability, and implementing a scroll function allowed players to revisit previous interactions without disrupting the narrative flow (Anderson et al., 1977; Crowther & Woods, 1977).

These games shared common design elements that contributed to player engagement such as formatting, parsing, layout and visuals. By examining their approaches to structuring information, presenting narrative text, and managing user input, I was able to build out the UI of *Story Forge*.

4.2 Initial AI Experimentation

I started the development of *Story Forge* initially by replicating Jon Radoff's experiments with ChatGPT to better understand how the model responded to prompts and the extent to which its outputs varied based on prompt modifications. Drawing inspiration from Radoff's training methodologies, I developed the following prompt and ran it using the GPT-4-Turbo model:

"I wanted you to act as if you were a classic text-adventure game and we were playing. You should not ever break out of character, and you should not refer to yourself in any way. If I wanted to give you instructions outside the context of the game, I would use curly brackets {like this}, but otherwise, any user input was to be interpreted within the context of the game. You were free to determine the setting of the game and the structure and outcome of the narrative. You should start by generating an initial preamble describing the setting and then begin the game. You should provide up to four but no less than two options for each turn and lastly, make the game end after a maximum of 10 turns."

After running the prompt several times, I was pleased with the consistency of the experiment's outcomes. The model successfully generated coherent narratives within the prompt's guidelines and adapted the game to the user's inputs. The model predominantly selected medieval fantasy, cyberpunk, and science fiction settings, adhering to a standard text-adventure format characterized by a linear narrative with some branching choices. Notably, when instructed to conclude the game within a maximum of ten turns, the model demonstrated adaptability by extending the narrative to eleven turns to maintain narrative coherence. This highlighted the model's ability to prioritize storytelling quality over strict adherence to instructions.

However, several areas for improvement became evident. While choices were explicitly disclosed, this approach often guided users toward predetermined outcomes, reducing player agency. Additionally, biases emerged in the narrative structure, such as the reliance on riddles and artifact-seeking quests.

4.2.1 Ollama

Following this experiment, I decided to shift from cloud-based models, which presented challenges such as runtime costs and dependency on internet connectivity, to local AI models. For this purpose, I explored the capabilities of Ollama.

Ollama is an open-source platform designed to enable the local deployment of large language models (LLMs) on personal machines. It supports a variety of models, such as llama2 and Phi, and provides both command-line and graphical interfaces, making it accessible for developers and researchers. By running models locally, Ollama addresses key limitations of cloud-based AI systems, including internet dependency, runtime costs, and data privacy concerns. This makes it particularly well-suited for projects requiring customization, offline functionality, and secure handling of user data (1kg, 2023; *Ollama*, n.d.).

To run the game I decided on using the Ollama service as several individuals have used it to run local LLM's for similar applications with varying success (Śliwa, 2024; Walsh, 2023). The benefit of using Ollama is that it allows access to a whole library of open-source large language models while providing a rudimentary interface (based in the terminal) as well as a well-documented API library that enables code-based interaction with the models (1kg, 2023). Ollama simplified the software pipeline immensely as I didn't have to consider runtime and other complexities associated with using cloud-based services.

4.2.2 Model Benchmarking

Prior to developing the platform, I conducted benchmarking using the initial prompt designed for GPT-4-Turbo. The benchmarking process involved testing a range of models varying in size from 600MB to 20GB. The results indicated that the optimal model for this application was within the 5-7GB range, with 7 to 10 billion parameters and a context length of 10,000 to 13,000 tokens.

Table 3. Model Benchmarking

Model	Parameters (Billion)	Context Length (Tokens)	Response Time (Avg. per Turn)	Adaptability to Prompt
GPT-4-Turbo	175	8192	~5 sec	Limited - prone to overgeneration
Llama 2 (7B)	7	4096	~8 sec	Followed structure well
Llama 3 (8B)	8	8192	~7 sec	Followed structure well
Llama 3 (13B)	13	13 000	~10 sec	Best performance for structured input – but long response time
Phi-2 (2.7B)	2.7	4096	~6 sec	Frequently drifted from narrative
Mistral (7B)	7	8000	~7 sec	Struggled with structured prompts
Gemma (7B)	7	8192	~9 sec	Maintained story structure well

I used the initial system prompt I wrote to test different models and found that the small to medium llama models provided the most consistent and structured outputs. While the language was somewhat plain, the models reliably generated clear turn-based options that made progression through the story more intuitive. They produced a range of fantasy and adventure settings, and I found myself excited and caught up in exploring how the narratives developed, observing how AI structured and adapted stories in response to input.

Through testing, I found that Llama 3 (8B) and Llama 3 (13B), offered the best balance between adaptability and processing speed. While larger models like GPT-4-Turbo could generate highly detailed responses, they often struggled to maintain a structured narrative, occasionally introducing unnecessary tangents or improvisations. Smaller models, such as Phi-2 and Mistral, processed input quickly but frequently deviated from the story's intended structure.

Llama 3 (8B) performed especially well, providing consistent responses that adhered to the Story Card while allowing for a degree of flexibility in player interactions. It processed turns efficiently without overwhelming the system with excessive generation time. Meanwhile, Llama 3 (13B) exhibited even stronger adherence to structured storytelling but came at the cost of longer response times. Given the importance of maintaining narrative coherence while

ensuring smooth user interaction, I found the 7-10 billion parameter range worked best for Story Forge. These models struck a balance between predictability and responsiveness, making them the most suitable for the project's needs.

4.3 Prompt Engineering and Narrative Structure

4.3.1 The "Trial Narrative"

The trial narrative structure is a branching narrative design that expands upon a basic linear format by introducing limited choices that allow players to face minor challenges or "trials" while still largely following a predefined path. In this structure, players encounter branching points – like those in Choose-Your-Own-Adventure books – where they can explore side paths, some of which loop back to the main storyline while others end in "dead ends." Though these branches offer players a sense of choice and agency, the overall experience remains guided, with limited replayability due to its largely fixed structure (van de Meer, 2024) .

In the context of this thesis, the trial narrative structure provides an ideal framework for developing an AI-driven interactive text-adventure game that combines a controlled storyline with elements of player choice. The platform will use local large language models trained with structured prompts which will guide the AI's responses, ensuring the narrative stays on track while allowing players to experience side quests or challenges within set boundaries.

To enhance engagement, the platform could incorporate mechanics like retry options or an undo feature, allowing players to explore alternative branches and return to the main storyline without breaking immersion. Training the AI within this framework will allow it to offer a trial-based experience where players feel that they have a sense of agency, yet the model's narrative output remains coherent and manageable. This approach supports the thesis' goal of balancing player interactivity with a coherent narrative experience driven by AI.

4.3.2 Prompt Engineering – Creating the System Prompt

For the initial prototype I chose to use the llama2 model, a general-purpose chat model developed by Meta Platforms, Inc., due to its comprehensive documentation and the availability of various model sizes suitable for experimentation without requiring additional backend configurations (Meta-Llama/Meta-Llama-3-8B · Hugging Face, n.d.). Following initial

experimentation, I adopted specific prompt engineering techniques to enhance the model's performance:

Few-shot prompting

This technique uses in-context learning by including demonstrations within the prompt to guide the model's responses. For instance, I instructed the model to present early game choices as numbered options (e.g., 1, 2, 3), enabling the player to select a path by typing the corresponding number (*Prompt Engineering Guide* / *Prompt Engineering Guide*, n.d.).

Prompt chaining

Particularly effective for complex tasks, this method divides a detailed prompt into sequential stages. Each stage processes or transforms the generated outputs before advancing to the final state. In my implementation, I structured the prompt into specific sections, ensuring a logical progression designed to optimize the model's output (*Prompt Engineering Guide* / *Prompt Engineering Guide*, n.d.).

4.4 Building the Engine – Backend

Developing the backend for *Story Forge* required structuring an interactive framework that could support AI-driven narrative generation while maintaining coherence. This section outlines the key stages of backend development, from the initial prototype that relied on direct terminal interactions to the implementation of a more structured system utilizing a "Story Card" to guide the AI's responses. By iterating on different backend configurations, this process aimed to balance user agency with historical accuracy, ensuring that player choices felt meaningful without losing the core narrative structure. Through the integration of FastAPI and local large language models, *Story Forge* evolved from a simple text parser into a dynamic system capable of delivering interactive storytelling experiences.

4.4.1 Prototype 1

For prototype 1, I expanded upon the initial story prompt I had developed during my earlier tests with GPT-4-Turbo. I refined the prompt by incorporating a "trial narrative structure" inspired by the historical story of *The Mutiny of HMS Bounty*. This story details the events leading up to a famous maritime mutiny on a British merchant vessel in the late 18th century. I selected *The Mutiny of HMS Bounty* not only because I was reading it at the time, but also because its structure naturally lends itself to interactive storytelling. The story includes key moments of decision-making, morally complex characters, and a sequence of events that can

be explored from multiple perspectives. These elements make it an effective framework for testing how players might engage with a text-adventure format and how the platform could adapt the narrative to reflect user choices. The conflict between the captain and the mutineers provides a clear branching point for interactive decision-making, allowing players to navigate shifting loyalties and perspectives. The confined setting of the ship creates a controlled environment where choices have immediate and lasting consequences, while the later phases of the story offer tricky decisions and moral dilemmas. These elements ensure that player decisions feel meaningful while keeping the narrative grounded in a historical framework. See the current system prompt below:

I want you to embody the essence of a classic text adventure game narrator, guiding the player through a game that follows the story of the mutiny of the HMS Bounty, without breaking character or referring to yourself. The game is crafted with a trial narrative structure, designed to offer branching choices that merge back into the main storyline.

Within the game, every location should be described with at least three sentences, immersing the player in the game setting.

Start by introducing the first room in detail, setting the scene for the player. Present choices in the game as numbered options (e.g., 1, 2, 3, etc.), allowing the player to select a path by typing the corresponding number. These choices will lead to various trials, each with its distinct narrative branch that loops back to the main story.

After the initial description, prompt the player with a set of options for actions or directions to explore. These options should clearly impact the game's progression and lead to tangible consequences within the narrative's scope. Always describe the outcome of the player's actions and adapt the story based on their choices.

Follow up the initial description with the following text - display this text at the start:

Instructions:

- 1. Type the corresponding number then press enter to choose a path.*
- 2. Type restart then press enter to start the game again.*
- 3. Type quit and then press enter to end the game.*

Good Luck!

Finally, Conclude the game in 10 turns

After defining the story and creating the updated system prompt (see Appendix), I began building the platform. For this prototype, I used Python, the Ollama framework, and the llama2 LLM. The prototype functioned as follows: at the start of a session, the model received a system prompt instructing it to behave as a text adventure game. This prompt also guided the model on how to interact with the user and request input. The game was conducted entirely in the terminal, where a simple game loop managed the interaction between the model and the player.

The game loop had a basic structure: the model received the player's input (selecting option 1, 2, or 3), processed it to advance the narrative, and then prompted the player for the next input. The session concluded when a predefined end condition was reached, which, in this prototype, was a 10-turn limit:

PROTOTYPE 1

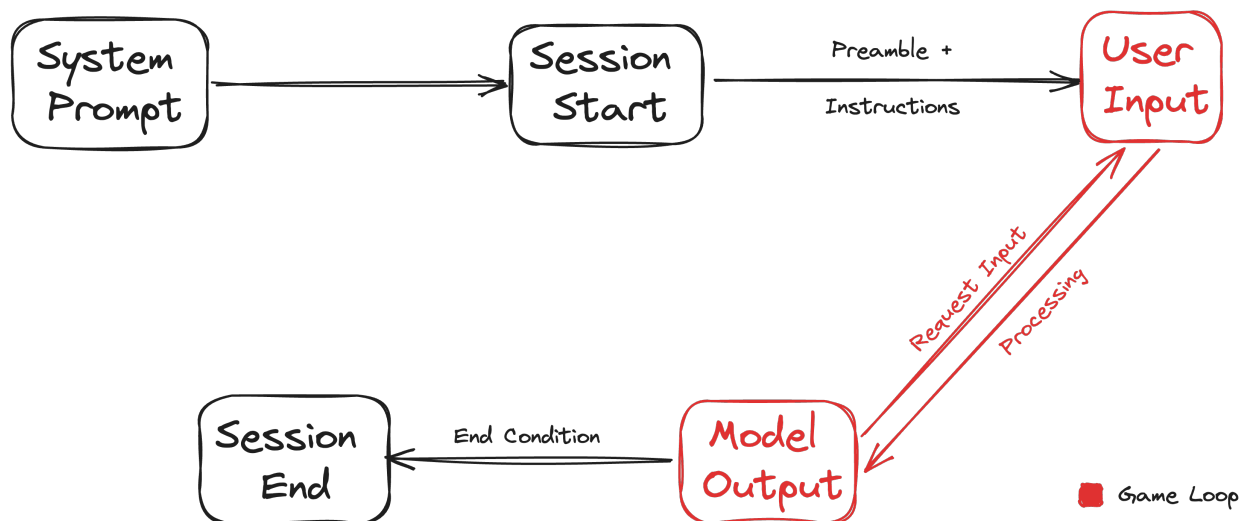


Figure 7. Logic flow of the first prototype of Story Forge (game loop in red)

Testing

Table 4. Testing Prototype 1

Evaluation Criteria	Narrative Transportation (Absorption into the story)	Narrative Coherence (is the story clear?)	Plot Consistency (Does the story make sense?)	Model Temperature (randomness of the model's output 0-1)
Test 1	Engaging, but pacing issues occasionally disrupted immersion.	Story logic remained sound despite some inconsistencies.	Clear but not consistent – deviated from the base narrative after 5 turns	0.6
Test 2	Similar to Test 1, I felt that the model was rushing through the story and not fleshing out details	Clear and structured	Still strayed from key events.	0.6
Test 3	Again, engaging but limited in scope – narrative becomes boring	Maintained clarity, though occasional contradictions arose.	Weaker consistency, with more frequent narrative deviations.	0.7

```

pulling 893496cd3f88... 100% 3.8 GB
pulling 8c1f2c8b88ee... 100% 7.8 GB
pulling 7c23f36d88e1... 100% 4.8 GB
pulling 2e8a93f9f88c... 100% 89 B
pulling f83b6d0788e1... 100% 91 B
pulling 42ba7f8a88dd... 100% 557 B
verifying sha256 digest
writing manifest
removing any unused layers
Success
(env) matthewarmennazarian@Matthews-MacBook-Pro ai_text_adventure % python game.py --s sample_story.yaml
Welcome to "Mutiny on the HMS Bounty," a text adventure game set in the late 18th century. You are Lieutenant William Bligh, the commanding officer of the HMS Bounty, as it sails through treacherous waters after a failed attempt to round Cape Ho
or. The ship is vast and sprawling, with multiple decks and compartments below deck. As you stand at the helm, you can see the endless blue horizon stretching out before you, and the occasional sailor or crew member scurrying about their duties.

You have several options for how to proceed:
1. Interrogate one of your loyalist crew members about the mutiny.
2. Inspect the ship's supplies and inventory to determine if there are any clues or weapons that could aid you in your quest for justice.
3. Order a drill to maintain discipline among the crew, as morale is crucial in these uncertain times.
What would you like to do? (Type 1, 2, or 3)
> 3
Great! You've chosen to order a drill to maintain discipline among the crew. As you give the order, you can feel the tension in the air dissipate slightly, as the crew focuses their attention on their tasks at hand.

You take a moment to observe your surroundings, noticing the sweat-drenched faces of your crew members as they heave and haul at the ropes, the creak and groan of the ship's timbers as she responds to the helm, and the occasional shout or order
barked by one of the sailors. The smell of saltwater and tar permeates the air, mingled with the faint scent of sweat and fear.

As you continue to observe your surroundings, you notice a small group of crew members huddled together near the ship's wheel, whispering amongst themselves in hushed tones. They glance up at you nervously as you approach, their eyes darting bac
k and forth between you and each other.

Do you:
1. Approach the group of crew members and demand to know what they are plotting.
2. Ignore them and continue with the drill, hoping that they will not cause any trouble.
3. Try to eavesdrop on their conversation, hoping to gather information about their plans.
What would you like to do? (Type 1, 2, or 3)
> 3
You decide to try to eavesdrop on the group of crew members. You carefully move closer to them, trying not to draw attention to yourself. As you listen in on their conversation, you can hear them muttering something about a plot to overthrow Lie
utenant Bligh and take control of the ship. They seem to be discussing their plans and strategies in hushed tones, glancing around nervously to make sure they are not overheard.

As you continue to listen, you begin to feel a sense of unease. The crew members seem to be growing more and more restless, and their whispers turn into angry mutterings as they discuss their grievances with the lieutenant and his harsh leadership
in style. You can't help but wonder if they will succeed in their plot, or if they will be discovered and punished for their disloyalty.

Just then, Lieutenant Bligh approaches you, a stern expression on his face. "What are you doing eavesdropping on my crew?" he demands.

Do you:
1. Tell the lieutenant what you overheard about the plot against him.
2. Deny any wrongdoing and claim you were simply carrying out your duties.
3. Try to bluff your way out of the situation, hoping to avoid any trouble.
What would you like to do? (Type 1, 2, or 3)
> 3
You decide to try to bluff your way out of the situation. You nervously smile at Lieutenant Bligh and say, "Ah, good day, sir! I was just... uh... conducting a routine inspection of the ship's rigging, yes that's right. Nothing suspicious going
on here at all."

Lieutenant Bligh narrows his eyes at you, clearly not buying your excuse. "I don't think so," he says gruffly. "You were eavesdropping on my crew, and now I must take disciplinary action."

He orders one of the sailors to take you to the brig for punishment. As you are led away, you can hear the mutineers whispering amongst themselves, their plans for rebellion still in motion.

You find yourself in a cramped, dimly lit cell, the smell of mold and decay filling the air. You can hear the sound of footsteps outside, growing fainter as the guards patrol the ship.

As you sit in the darkness, you begin to wonder if you will be able to escape the brig and return to your duties on the ship. Or will you be trapped here forever, a prisoner of the mutineers' schemes?

Do you:
1. Try to pick the lock on the cell door and escape.
2. Wait for someone to come and rescue you.
3. Use your knowledge of the ship to plan a daring escape.
What would you like to do? (Type 1, 2, or 3)
> 1

```

Figure 8. Screenshot of Prototype 1 of Story Forge

Results and Evaluation

Prototype 1 was a good starting point for testing *Story Forge's* AI-driven storytelling but had some major issues with narrative consistency. The AI could handle basic player inputs, but after a few turns, the story started to break down. The model would introduce contradictions, lose track of details, and occasionally generate text that made little sense in context. Since there was no structured reference, the AI had no way to stay aligned with the intended storyline, which made for an unpredictable experience.

In terms of AI adaptability, the model did a decent job of responding to user inputs, but some of its decisions felt arbitrary. Without a clear guiding structure, it was difficult to maintain a coherent progression. The AI could generate content, but it often lacked direction. This issue made it clear that some form of grounding mechanism was needed to keep responses on track.

4.4.2 The Story Card

Based on the behaviour observed in Prototype 1, I worked on finding a way to keep the model more closely aligned with the intended narrative structure. I drew on Rob Śliwa's work with Ollama and local large language models, particularly his use of "Player" and "Companion" card framework, as inspiration to develop a similar concept I called a "Story Card" (Śliwa, 2024).

```
model: "llama2"
num_tokens: 4096
temperature: 0.7
player_card: |
  Name: Marek
  Type: Player
  Description: Marek is a warrior from the mountainous region of Strzelec, known for his prowess with a broadsword and his deep knowledge of ancient lore. His intimidating presence belies a protective nature and a commitment to defending the forgotten histories of his land. Stoic yet approachable, Marek is a steadfast ally in the face of darkness.
companion_cards:
- |
  Name: Kaja
  Type: Companion NPC
  Description: Kaja is a skilled rogue, adept in stealth and deception, who grew up amongst the crafty street performers and pickpockets of Javorov. She has a sharp mind for puzzles and an even sharper blade for threats. Her agility and resourcefulness make her a whispered legend among the shadowy corners of Zalas.
```

Figure 9. Śliwa's (2024) "player" and "companion" card

A Story Card is a pre-written summary of the narrative that the model checks after every turn to ensure its responses stay consistent with the story's structure. For this iteration, I created a Story Card based on *The Mutiny of HMS Bounty* and stored it in a YAML file .

Storing the Story Card in a YAML file provides several advantages over other formats like JSON. YAML's human-readable syntax makes it easier to manually edit and review, which is particularly beneficial for refining the structure of the narrative summary. Unlike JSON,

which enforces a strict structure and requires additional formatting to handle multiline text, YAML naturally supports nested structures and multiline text, making it well-suited for storing the summary (JSON, 1999). Additionally, YAML's readability allows for quick modifications without introducing syntax errors. Given that the Story Card serves as a reference for the model, YAML's ability to maintain clear organization while handling structured data made it an ideal choice for Story Forge.

```
model: "llama3"
num_tokens: 6000
temperature: 0.2
story_card: |
  The HMS Bounty, under the command of Lieutenant William Bligh, set sail from England in December 1787 with the mission of transporting breadfruit plants from Tahiti to the West Indies. The voyage was fraught with challenges, including a failed attempt to round Cape Horn, forcing them to reroute via the Cape of Good Hope. After a lengthy and difficult journey, the ship finally reached Tahiti in October 1788. The crew spent several months in Tahiti collecting the breadfruit plants, during which time they grew increasingly fond of the island lifestyle. This prolonged stay and the ensuing attachment to the relaxed Tahitian way of life led to growing discipline problems among the crew.

  As the Bounty departed Tahiti in April 1789, the relationship between Bligh and his crew deteriorated further. Bligh's harsh leadership style and accusations of hoarding food contributed to the mounting tension. On April 28, 1789, this tension culminated in a mutiny led by Fletcher Christian. Christian and the mutineers took control of the ship, setting Bligh and 18 loyalists adrift in a small boat. Bligh's remarkable seamanship enabled him to navigate the small vessel over 3,600 nautical miles to safety in Timor, demonstrating extraordinary survival skills and leadership under dire circumstances.

  In the aftermath of the mutiny, the mutineers attempted to establish a settlement on Tubuai, but faced resistance from the native population. Realizing the difficulties of their situation, Christian and the mutineers returned to Tahiti, where they split up. Some stayed in Tahiti, while others, including Christian, eventually settled on the remote Pitcairn Island. The British Royal Navy, determined to bring the mutineers to justice, launched an expedition to capture them. Several mutineers were arrested and brought back to England for trial, while others managed to evade capture by remaining hidden on Pitcairn Island.

  William Bligh returned to England and was exonerated, later achieving the rank of Vice-Admiral. The mutiny on the HMS Bounty remains a compelling tale of leadership, rebellion, and survival, highlighting the complex dynamics of authority and loyalty on the high seas.
```

Figure 10. Story Forge's "Story Card"

The Story Card summary provided a structured foundation that ensured the AI remained aligned with key historical events and character motivations. As shown in the image above, the summary outlined the mission of the HMS Bounty, the challenges faced by the crew, and the escalating conflict between William Bligh and Fletcher Christian. By organizing the narrative into major plot points such as the mutiny, Bligh's remarkable voyage to Timor, and the fate of the mutineers, the Story Card served as a key reference for the AI, reinforcing historical coherence while allowing for variation in how events unfold.

At each turn, the LLM referenced this structured summary to maintain a consistent storyline. While some deviations may occur in individual play sessions, the Story Card ensured that the overarching structure remained intact, preventing the narrative from straying too far from the established historical account. To balance adaptability, the summary is designed to be concise for efficiency while retaining enough depth to preserve essential plot elements. Additionally, this system allows for modularity, as the Story Card can be swapped out for any other narrative summary, enabling the platform to support a range of different stories.

4.4.3 Prototype 2

Prototype 2 was similar to prototype 1 in that it also ran in a terminal environment, but this version introduced the Story Card functionality. Again, I built it out using the llama2 model with a temperature setting of 0.5. In this context, the temperature controls the predictability of the model's outputs. A lower temperature produces more focused and consistent responses, while a higher temperature allows for greater variability. Setting it to 0.5 struck a balance, ensuring the narrative remained structured while allowing for some flexibility in the responses.

The game logic followed the same structure as the first prototype, with the key difference being the addition of the Story Card. At the start of a session, the model received the system prompt and referred to the Story Card before the session began. As the user progressed through the story, the model checked each input against the Story Card to ensure the narrative stayed aligned with the base storyline. If necessary, the model adjusted the story path before generating the next prompt. This process repeated until the session met the predefined end condition. A diagram illustrating the logic of this interaction is included below:

PROTOTYPE 2

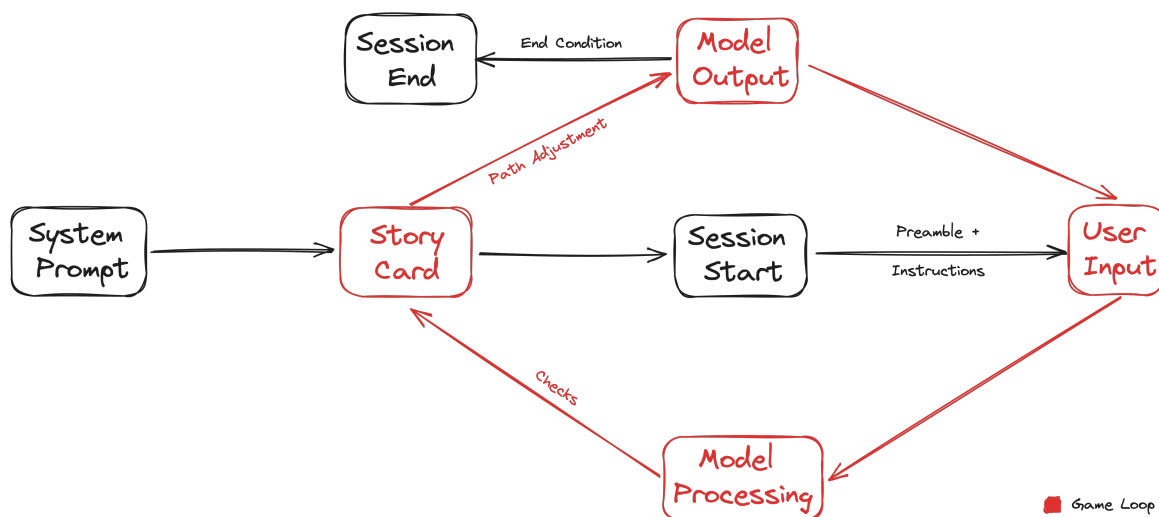


Figure 8. Logic Flow of Prototype 2 (game loop in red)

Testing

Table 5. Testing Prototype 2

Evaluation Criteria	Narrative Transportation (Absorption into the story)	Narrative Coherence (is the story clear?)	Plot Consistency (Does the story make sense?)	Model Temperature (randomness of the model's output 0-1)
Test 1	The story was engaging, but the AI occasionally repeated details unnecessarily.	Coherent overall, with improved adherence to historical events.	Maintained key events but showed minor inconsistencies in smaller details.	0.5
Test 2	Immersion improved compared to Prototype 1, though pacing sometimes felt rushed.	Clear progression of events, but some transitions were abrupt.	Stronger adherence to the Story Card, reducing major deviations.	0.5
Test 3	Player decisions felt more meaningful, and the AI-generated responses felt more natural.	The AI followed the intended structure but still introduced minor contradictions.	The overall arc remained intact, but minor plot divergences appeared.	0.5
Test 4	Stronger narrative engagement, especially in key conflict moments.	Some minor inconsistencies in character interactions.	Maintained historical accuracy but occasionally emphasized less relevant details.	0.5

Results and Evaluation

Adding the Story Card improved narrative consistency significantly. The model now had a structured reference to check against, which reduced major deviations and kept the story more aligned with the intended plot. However, there were still moments where the AI went off course, especially when trying to improvise details that weren't clearly defined in the Story Card. Some transitions between plot points felt forced or awkward, which suggested the need for additional refinements.

AI adaptability improved, but there were still challenges. The model sometimes ignored Story Card details in favour of generating new content, which led to occasional inconsistencies. Adjusting the temperature settings and refining the prompt structure helped, but it was clear that more fine-tuning was needed to ensure the AI referenced the Story Card more consistently.

User engagement increased compared to Prototype 1, as the structured branching paths made the story feel more purposeful. Finally, I developed some guiding questions that helped development going forward:

1. How does the model handle deviations from the original narrative?
2. What refinements can be made to prompt the model more effectively?
3. How can the model's ability to recover from narrative deviations be improved?
4. Is the model failing to repeatedly check the story card that defines the narrative?

4.4.4 Prototype 3

For Prototype 3, I aimed to address the questions raised during the evaluation of Prototype 2 while beginning to experiment with developing a graphical user interface (GUI) for the platform. I chose Pygame to build the UI because I had previous experience with it, and it is a Python-based tool, making it relatively straightforward to use. For the design, I wanted to emulate the look and feel of a typewriter. To achieve this, I created a background resembling paper and selected a typewriter-style font.

On the backend, I made only minor changes compared to Prototype 2. I retained the Story Card format but tested several models before settling on llama3.1:7b. Additionally, I lowered the model temperature to 0.2, as observations from the previous prototype indicated that a lower temperature improved narrative fidelity. This iteration focused on refining both the visual and functional aspects of the platform while maintaining consistency in narrative alignment.

Testing

Table 6. Testing Prototype 3

Evaluation Criteria	Narrative Transportation (Absorption into the story)	Narrative Coherence (is the story clear?)	Plot Consistency (Does the story make sense?)	Model Temperature (randomness of the model's output 0-1)
Test 1	The addition of a graphical interface improved immersion.	The AI-generated responses felt more structured.	Major plot points remained intact with occasional unexpected details.	0.4
Test 2	Pacing felt more natural, though some sections were still rushed.	The AI stayed on track for most of the session.	More accurate than previous iterations, but with some diversions.	0.4
Test 3	Storytelling improved with refined descriptions and better scene-setting.	Some character dialogue felt formulaic.	The AI adhered to the Story Card but sometimes skipped minor events.	0.2
Test 4	Felt more engaging	The game progressed smoothly	Retained a structured flow, though occasional minor inaccuracies surfaced.	0.3
Test 5	More unpredictable than previous iterations	Some inconsistencies	Again, minor inaccuracies	0.6
Test 6	Dynamic elements made interactions feel more organic.	Clearer structure, but minor character details fluctuated.	The AI sometimes altered historical details.	0.6
Test 7	Increased variability led to a mix of immersive and occasionally disjointed responses.	Some dialogues felt less polished than before.	The game flow mostly followed expectations	0.9
Test 8	Engaging experience, but pacing issues persisted in this session	Details sometimes varied.	Key moments were well-executed, but minor inconsistencies persisted.	0.4

Welcome to "Mutiny on H.M.S. Bounty," a text-adventure game set in the late 18th century. You are Lieutenant William Bligh, commanding the HMS Bounty on a mission to transport breadfruit plants from Tahiti to the West Indies. It is April 28, 1789, and tensions are running high among the crew.

You find yourself standing on the deck of the Bounty, surrounded by your loyalist crew members. The sea is calm, but the mood is far from it. Christian, the master's mate, has just accused you of hoarding food, and the crew is growing restless. You must navigate a difficult path ahead, choosing how to handle the mutiny that is brewing on your ship.

You have three options to choose from:

1. Confront Christian directly and accuse him of inciting rebellion among the crew.
2. Attempt to reason with the crew and convince them to stand by their duty.
3. Take a more relaxed approach, hoping that the tensions will resolve themselves over time.

What would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)

>> 1

What would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)

1

You decide to interrogate the mutineers to find out what happened to Christian. You bring them before you and begin to question them.

"Where is Christian?" you ask them directly.

One of the mutineers, a burly man with a scruffy beard, looks at you with a smirk. "Ah, Bligh," he says. "You're too late. Christian has already fled to Tahiti with a small group of loyal followers. They've left us here to face your wrath."

The mutineer leans in closer, lowering his voice conspiratorially. "But don't worry, Bligh. We've got a secret plan of our own. We're going to take over the ship and sail it to Tahiti ourselves. And when we get there, we'll make sure Christian pays for his betrayal."

You realize that the mutineers are not as weakened as you thought, and their plan may pose a serious threat to your authority and the safety of the ship. You have three options to choose from:

1. Order your loyalist crew members to attack the mutineers and take control of the ship.
2. Try to reason with the mutineers and convince them to stand down, offering them a fair share of the breadfruit booty in exchange for their surrender.
3. Abandon ship and set sail in a small boat, leaving the Bounty and its mutinous crew behind.

What would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)

>>

Instructions:

1. Type the corresponding number then press enter to choose a path.
2. Type restart then press enter to start the game again.
3. Type quit and then press enter to end the game.

Good Luck!

You find yourself standing on the deck of His Majesty's Ship Bounty, anchored in a tranquil lagoon surrounded by lush green islands. The warm tropical air is filled with the sweet scent of blooming flowers and the sound of seagulls crying overhead. You've been part of Captain William Bligh's crew for months now, and despite some disagreements, you've grown accustomed to life on this ship.

As you gaze out at the serene landscape, you notice the captain standing at the helm, his piercing eyes scanning the horizon. The tension is palpable as he discusses the finer points of navigation with Mr. Fletcher, the ship's master. You sense that something is amiss, but you're not sure what it is.

You look around and see various crew members going about their daily routines. Some are busy scrubbing the decks, while others are hauling crates or repairing equipment. The atmosphere is calm, yet there's an undercurrent of unease.

You have

>>

Figure 11. A selection of screenshots of Prototype 3

Results and Evaluation

Prototype 3 was the most successful and reliable of my initial prototypes, introducing a GUI really helped with user engagement. I tested it multiple times, and it produced a wide range of narrative experiences (*See detailed transcripts in the appendix*). Narrative consistency varied slightly, many runs followed the Story Card closely, while others veered off into unexpected and sometimes bizarre territory. One session completely flipped the roles of the mutineers and loyalists, while another turned the entire conflict into a ridiculous dispute over the theft of the “coveted breadfruit,” turning the story into a hilarious back-and-forth blame game.

Overall, I was excited by how this version of the platform performed. The backend was stable, processing input and output smoothly, and I could easily swap out models. The llama3 and llama3.1 medium-sized models gave me the most accurate responses relative to both the Story Card and user input. I also experimented with how text was displayed and learned a lot about formatting, parsing, and making it more readable.

For my next prototype, I knew I wanted to focus on engagement and accessibility. I needed a UI that really played to the strengths of this medium; one that emphasized clarity, reinforced narrative coherence, and fully embraced both the structured and unpredictable nature of large language models in interactive storytelling.

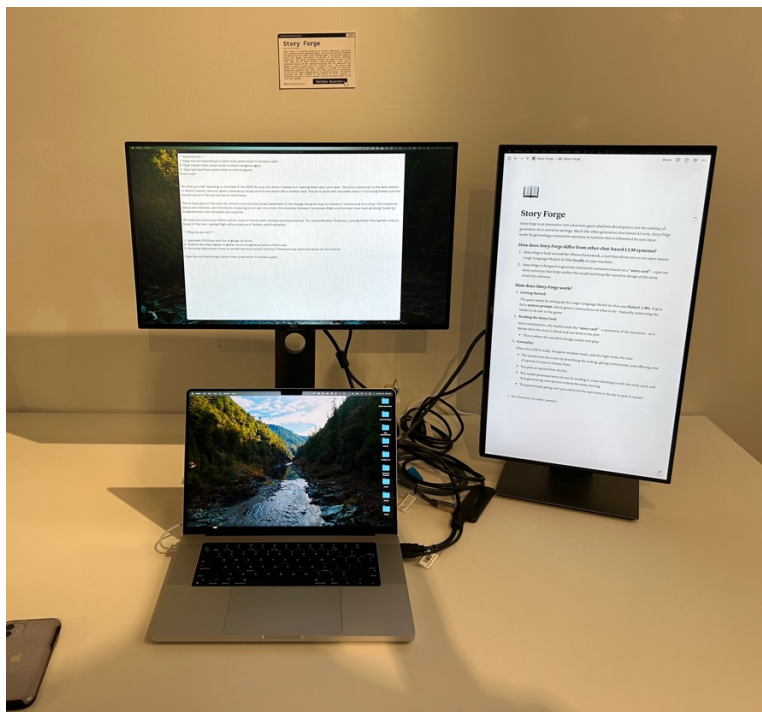


Figure 12. Story Forge on display during the notQuiteThere(yet); demo exhibition. (OCAD University, 22/10/2024)

4.5 Designing an Interface – Frontend

With the backend infrastructure fully functional, I shifted my focus to developing the UI. I found myself asking: what is the best way to interact with *Story Forge* in a way that plays to the platform's strengths? I wanted to design an interface that enhanced the storytelling experience rather than making it feel like just another AI-powered chatbot. This question guided me as I considered how to create an interaction model that would maintain the platform's narrative-driven focus.

4.5.1 Designing the UI

Through a series of progressive iterations, I created the following designs for a possible *Story Forge* prototype 4:

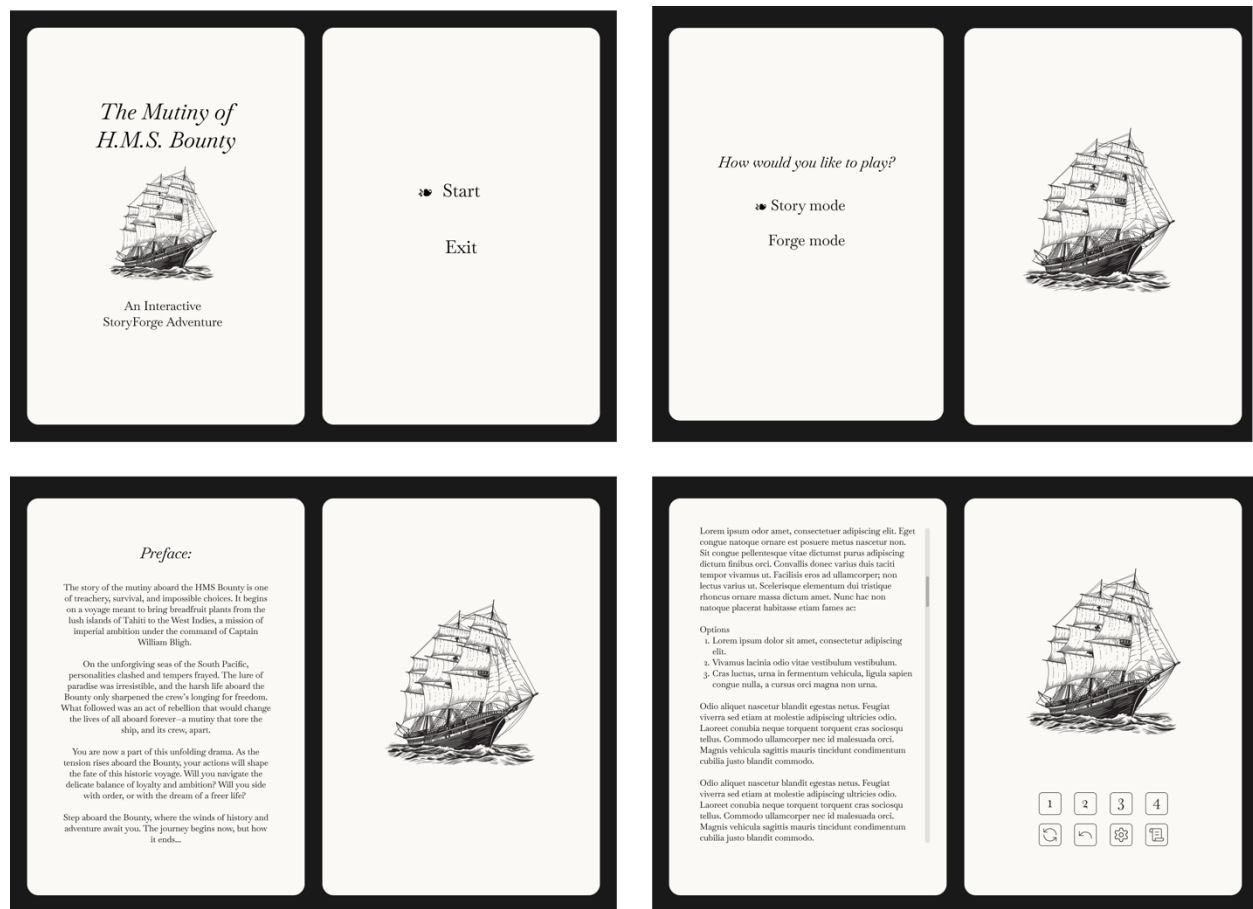


Figure 5: *Story Forge* UI prototypes

For the UI, I aimed for a minimalist design that prioritizes the narrative rather than distracting the user with overly stylized or cartoonish visuals. Keeping to the basic visual layout of books, I created a clean and structured layout that focused the interface into two columns: one dedicated to text parsing and another for user input and image display.

This layout was inspired by the traditional book format but also drew influence from e-readers, which break up text into manageable sections for improved readability and feature simple UI attributes that are immediately obvious upon first look. During testing with Prototype 3, I observed that long horizontal streams of text were difficult to read, whereas breaking the text into paragraphs within columns made it much easier to follow.

In addition to improving readability, I found that incorporating images alongside the text – similar to some of the original text-adventure games – enhances immersion. Images provide contextual reinforcement, helping users visualize elements of the story and make the interactive experience more engaging. This design approach balances functionality and aesthetics, ensuring that the narrative remains the focal point of the experience.

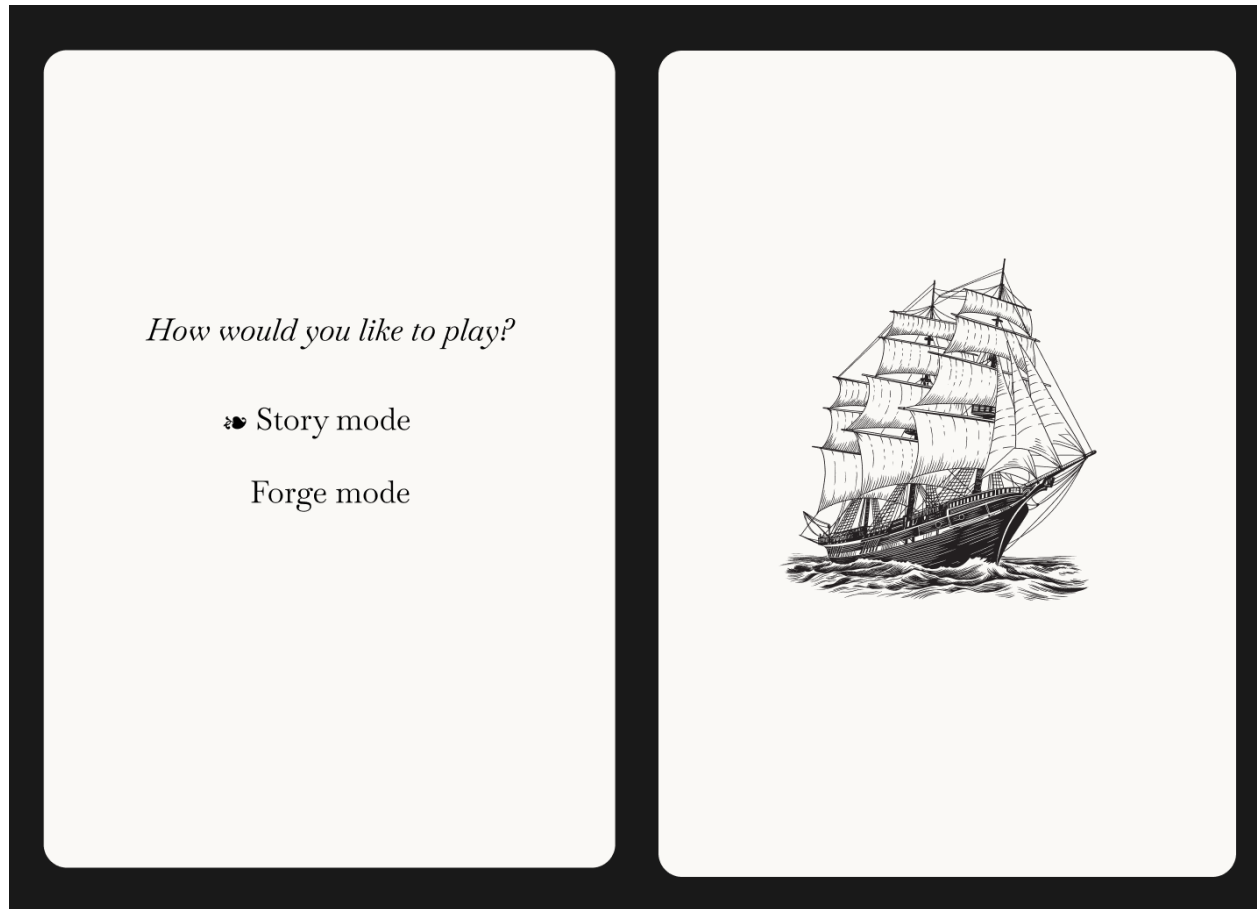
4.5.2 Navigation

Story Mode

One of two planned gameplay modes, Story Mode keeps the AI closely aligned with the original narrative using the Story Card. The user experiences the story as it was written, with minimal deviation. A low model temperature ensures that the AI remains consistent with the Story Card and does not stray too far from the base narrative.

Forge Mode

In this mode, the AI has full control over the narrative, allowing the player to engage with the story in new and unpredictable ways. While the AI still references the Story Card, a significantly higher model temperature introduces greater flexibility, enabling more creative and dynamic storytelling.



Text Parsing

The text is displayed in the right-hand column with scroll bar that allows users to review previous inputs.

Input Layout - Buttons

For the input method, I chose buttons as the best option to eliminate ambiguity in how users interact with the platform. Since the model presents input choices as multiple-choice options, using a text box might create confusion. Buttons will provide a clear and intuitive way for players to select their responses.

Lorem ipsum odor amet, consectetur adipiscing elit. Eget congue natoque ornare est posuere metus nascetur non. Sit congue pellentesque vitae dictumst purus adipiscing dictum finibus orci. Convallis donec varius dui taciti tempor vivamus ut. Facilisis eros ad ullamcorper; non lectus varius ut. Scelerisque elementum dui tristique rhoncus ornare massa dictum amet. Nunc hac non natoque placerat habitasse etiam fames ac:

Options

1. Lorem ipsum dolor sit amet, consectetur adipiscing elit.
2. Vivamus lacinia odio vitae vestibulum vestibulum.
3. Cras luctus, urna in fermentum vehicula, ligula sapien congue nulla, a cursus orci magna non urna.

Odio aliquet nascetur blandit egestas netus. Feugiat viverra sed etiam at molestie adipiscing ultricies odio. Laoreet conubia neque torquent torquent cras sociosqu tellus. Commodu ullamcorper nec id malesuada orci. Magnis vehicula sagittis mauris tincidunt condimentum cubilia justo blandit commodo.

Odio aliquet nascetur blandit egestas netus. Feugiat viverra sed etiam at molestie adipiscing ultricies odio. Laoreet conubia neque torquent torquent cras sociosqu tellus. Commodu ullamcorper nec id malesuada orci. Magnis vehicula sagittis mauris tincidunt condimentum cubilia justo blandit commodo.



The interface includes buttons for selecting multiple-choice options (1, 2, 3, 4), corresponding to the choices provided by the model. Additionally, there are several functional buttons.

- Restart Session – Allows the user to restart the session from the beginning.
- Undo – Enables the user to undo their last turn and choose a different path.
- Settings – Provides the option to toggle between Story Mode and Forge Mode and to quit the game.
- Export to File – Allows the user to export their play session as a text file.

4.6 Putting it all Together

After refining the core mechanics of *Story Forge* through multiple prototypes, the next step was to transition from a command-line-based application to a fully interactive platform. While the Python backend provided a functional foundation, it lacked a graphical user interface (GUI) that could enhance usability and engagement. To address this, I modified the backend, implemented a server using FastAPI, and developed a front end using Vite. This shift enabled *Story Forge* to function as a locally hosted web application, improving both interactivity and accessibility.

4.6.1 Backend Modifications and Server Setup

The initial version of *Story Forge* operated solely through a terminal interface, requiring users to type commands directly into the system. While this setup effectively demonstrated the core mechanics, it was limited in how I could control the interaction of the platform. To create a more structured and scalable system, I restructured the prototype 2 code to function as a “backend” by integrating FastAPI, a python-based web framework. This allowed me to turn the input and output requests into API endpoints, able to be processed by the front end.

I set up API routing points to handle game initialization, user input processing, and narrative updates (the outputted turn text). The *Story Forge* backend was now responsible for receiving user choices from the front end, querying the language model for the next response, and returning the output to be displayed in the interface. The Story Card functionality remained unchanged and prototype 4 still had the same level of functionality as the previous iterations ensuring that each response adhered to a predefined narrative structure. I’ve illustrated the new backend logic below:

PROTOTYPE 4 - Backend (System Prompt and Story Card)

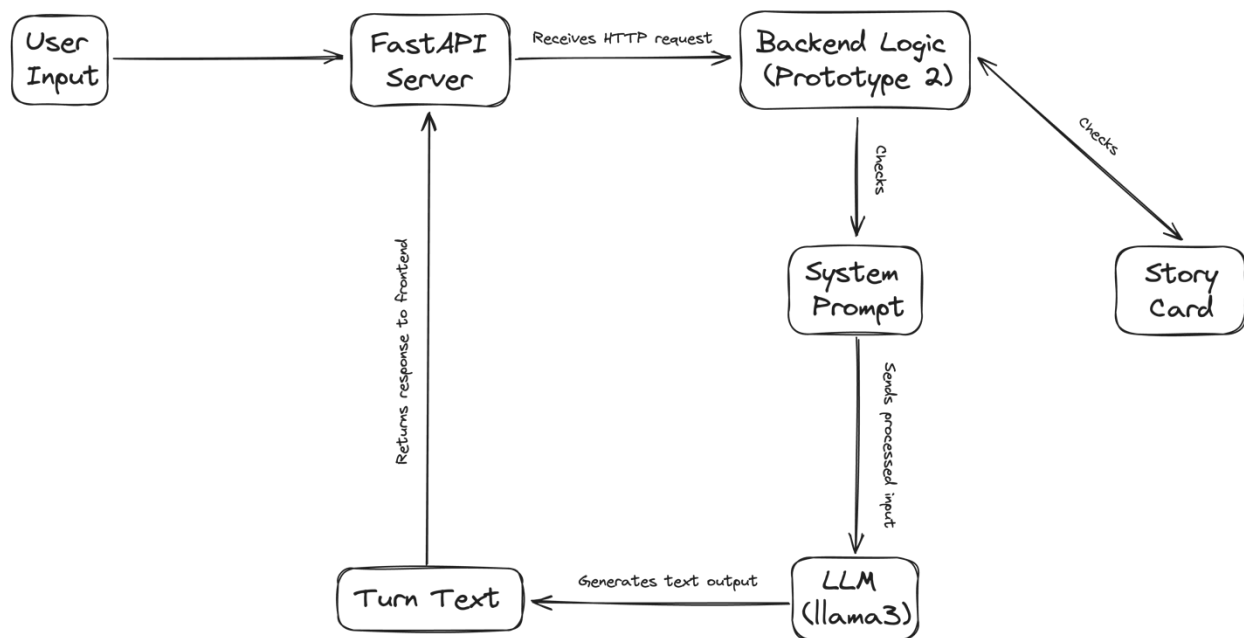


Figure 13. Prototype 4 - Backend (System Prompt and Story Card)

With these modifications, *Story Forge* evolved from a basic Python script into a structured, API-driven application, laying the groundwork for its integration with a user-friendly front end.

4.6.2 Frontend Development with Vite

To complement the newly structured backend, I built the *Story Forge* front end using Vite. Vite is a front-end build tool that simplifies development by providing fast server startup and module handling. It uses native ES modules and a streamlined build process, which makes it well-suited for local projects (*Vite / Next Generation Frontend Tooling*, n.d.).

I chose Vite because I only needed to run the game locally for now and did not want to deal with complex package management or long build times. It has built-in support for React and handles static assets efficiently, which made it easier to set up and focus on designing the game's interface. With Vite, I could quickly test changes and ensure smooth integration with the FastAPI backend without unnecessary configuration.

I based the design of the interface on my previous UI prototypes. One side displayed the unfolding narrative, while the other contained player input options. Rather than requiring typed commands, the interface used a button-based input system, which streamlined

interactions and ensured that players unfamiliar with traditional parser-based games could still navigate the story effectively.

To manage state and ensure seamless interactions, the front end communicated with the FastAPI backend using fetch requests. Each time a player made a selection, the choice was sent to the server, processed by the language model, and the response was returned to the interface. I've illustrated the frontend logic below:

PROTOTYPE 4 - Frontend (UI inputs)

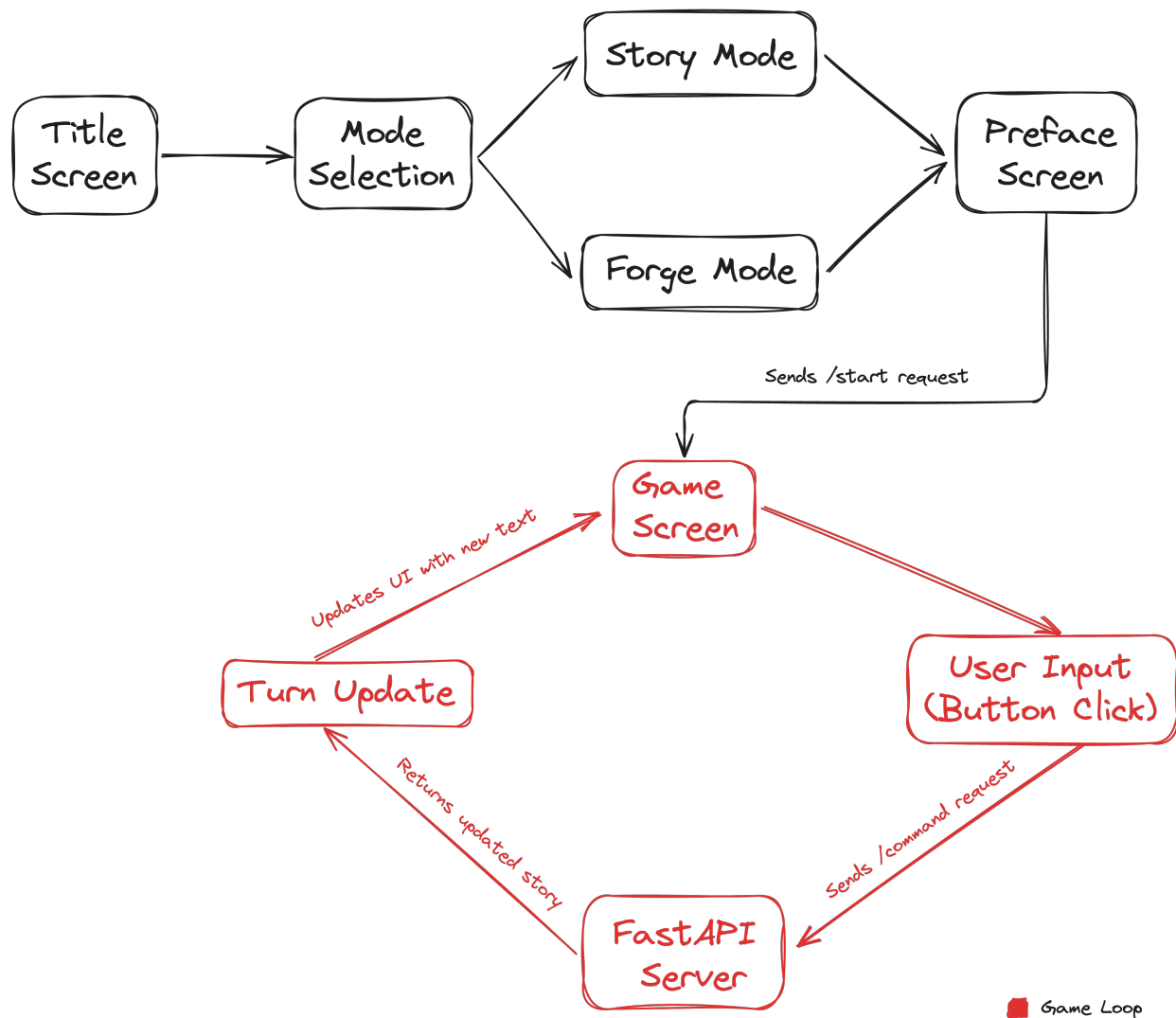


Figure 14. Prototype 4 - Frontend (UI inputs)

Additional features, such as restarting a session, undoing previous moves, and exporting playthroughs as text files, were also incorporated to improve usability and flexibility. These additions made the platform feel more interactive, allowing for a smoother and more structured gameplay experience.

4.6.3 Final UI Build

Title Screen

The Title Screen introduces the player to the game and provides a simple UI and description of the platform.



Figure 15. Title Screen

Title Page and Preface Screen

The Preface Screen component features a title page that references traditional books. In addition to displaying the title, author, and publisher, it also includes details about the integrated AI model, such as its name, statistical parameters, and release date. On the opposite side, the preface provides context for players unfamiliar with the story and sets the stage for how the game will begin and offers a brief introduction to the narrative.

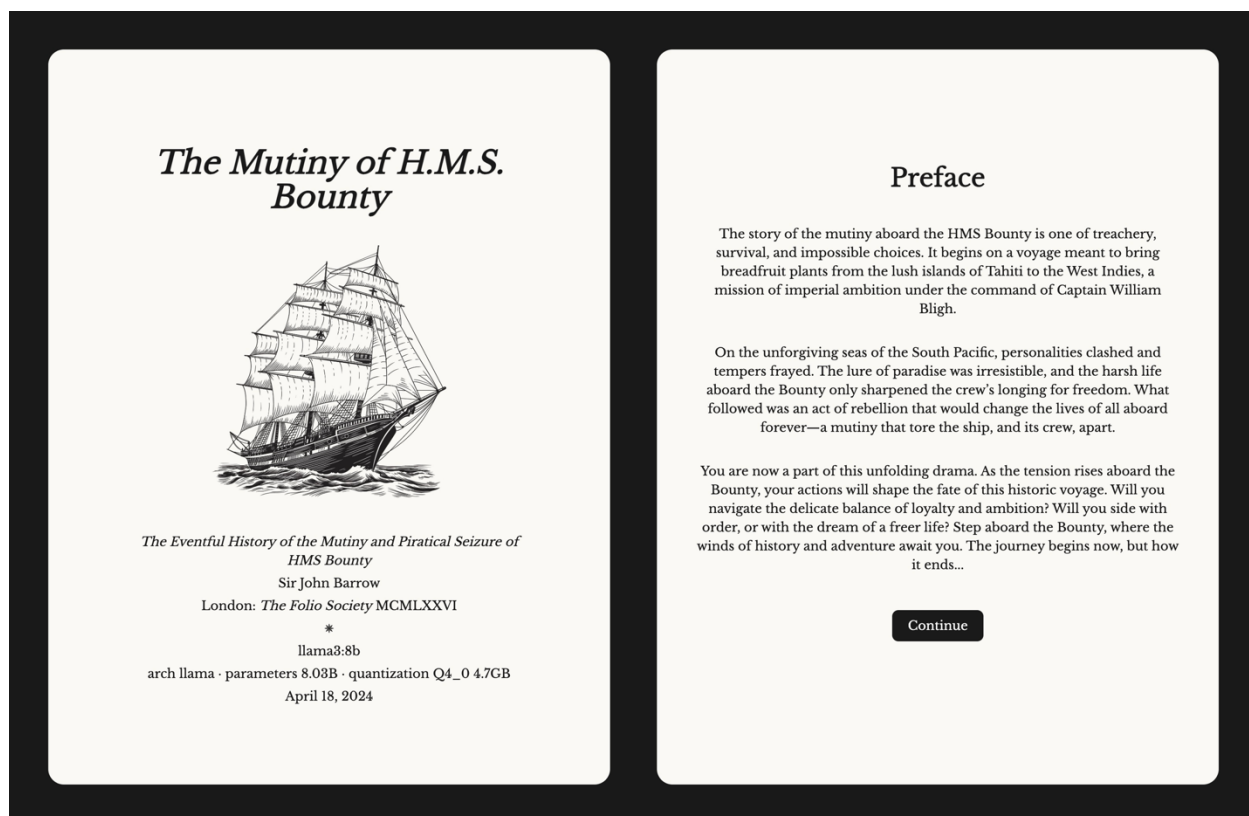


Figure 16. Title Page and Preface - Contextualizes the Experience

Mode Selection Screen – Forge Mode

One of the two mode selection screens, Forge Mode, instructs the backend to adjust the model temperature to 0.8, placing it on the higher end of the scale. This setting gives the model greater flexibility, allowing for more unpredictability in storytelling. As a result, player choices carry significantly more weight in shaping how the narrative unfolds, leading to a less structured but more dynamic gameplay experience.

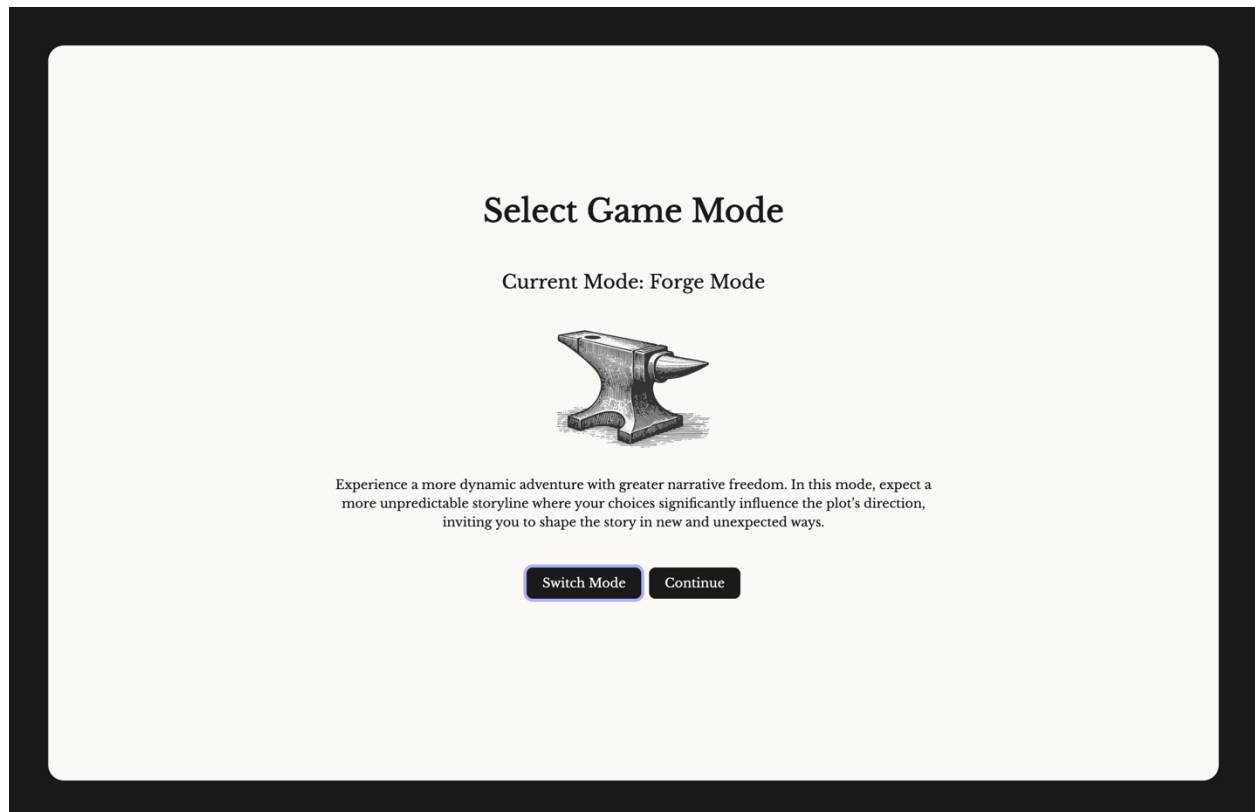


Figure 17. Forge Mode - Higher Model Temperature (0.8)

Mode Selection Screen – Story Mode

One of the two mode selection screens, Story Mode, instructs the backend to adjust the model temperature to 0.2, ensuring a more structured and predictable narrative experience. In this mode, the AI follows the predefined storyline more closely, minimizing deviations while still allowing for some player-driven variation. This setting maintains stronger narrative coherence, making it ideal for players who want to experience the story without major plot deviations.

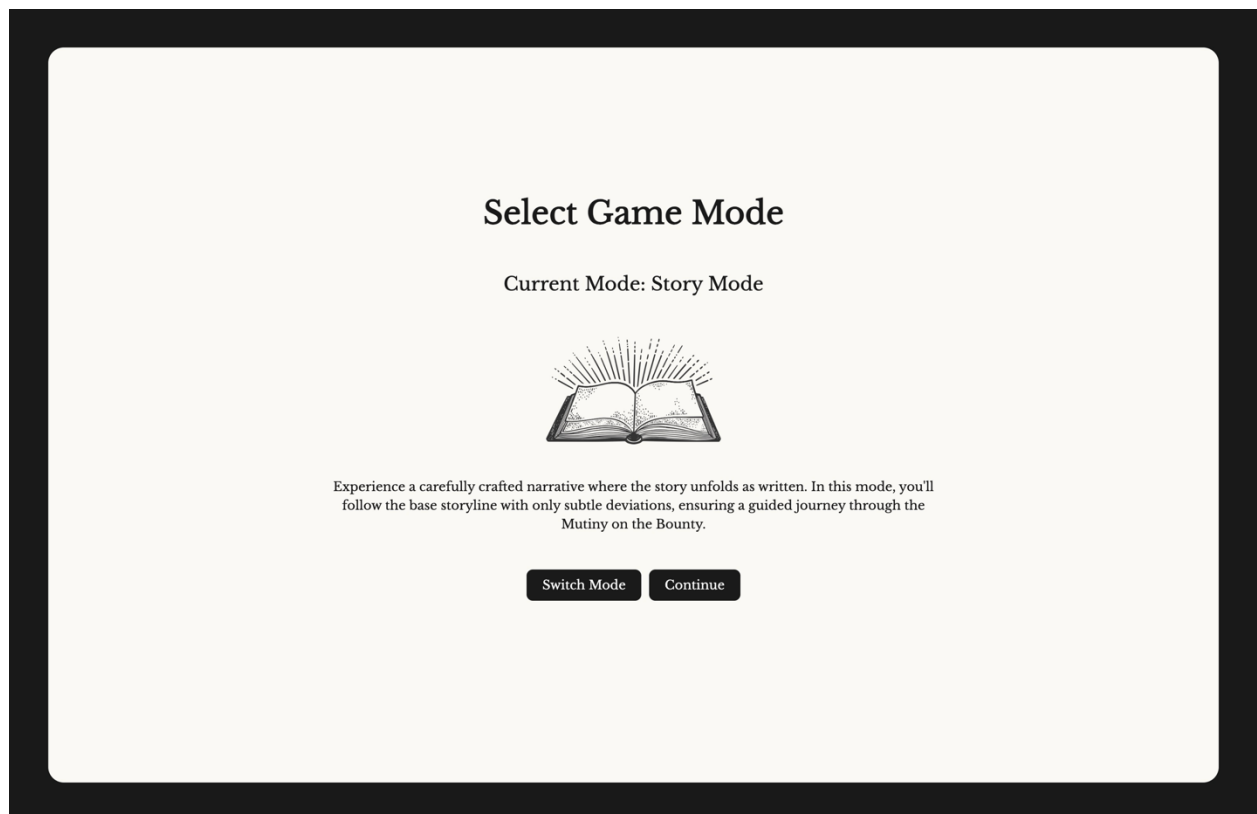


Figure 18. Story Mode - Lower Model Temperature (0.2)

Main Game Screen

The main game screen is where players engage with the AI-generated narrative through a structured input system. Rather than relying on text input, I chose to use buttons for each option. This way, players choose from a set of predefined options instead of typing commands, which helps focus player interaction. By limiting input to specific choices, the interface reduces ambiguity and helps prevent the AI from generating responses that diverge too far from the intended experience.

Framing input in this way also connects to traditional interactive fiction, where players shape the story without direct command-line interaction. Using a button-based system improves usability while reinforcing the game's mechanics, linking historical text-adventure conventions with modern AI storytelling. This design choice intends to rethink how players engage with generative models in narrative-driven experiences, offering a structured yet adaptive interaction model.

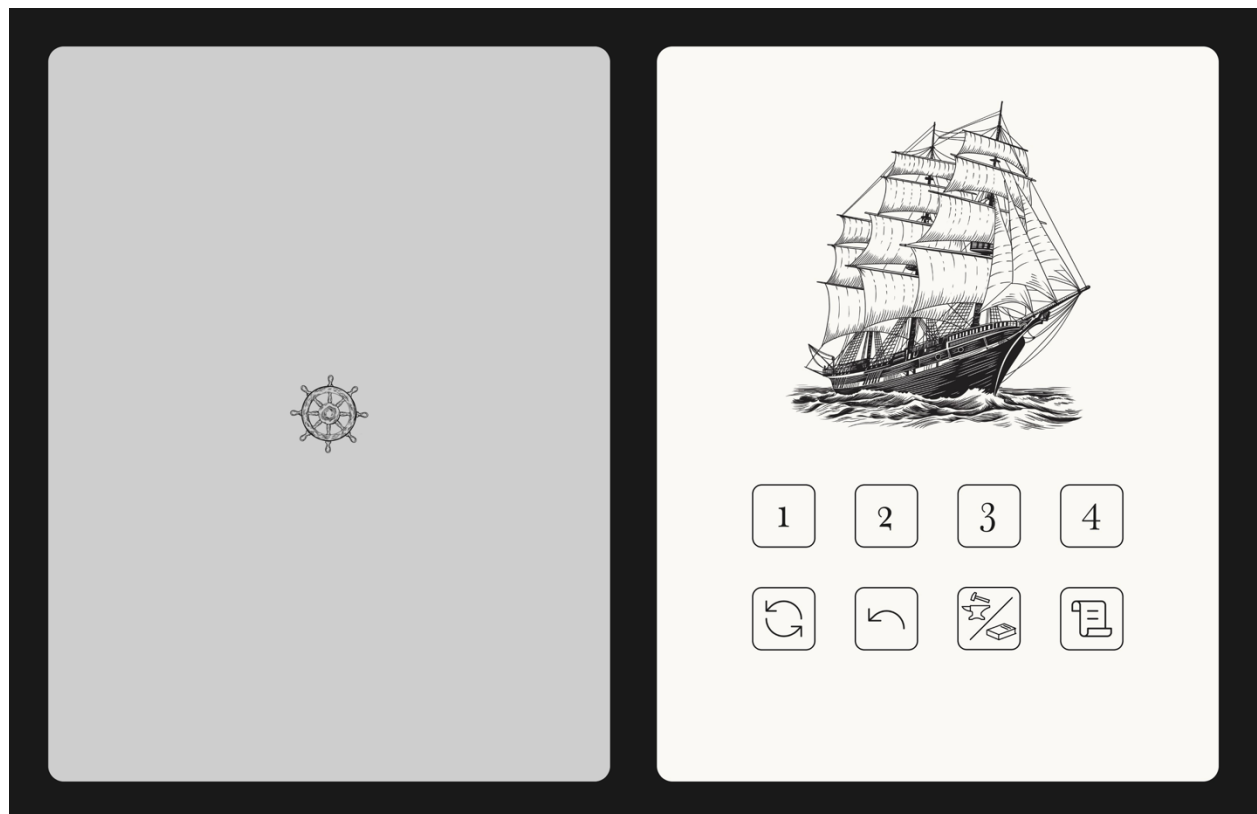


Figure 19. Main Game Screen (Loading State)

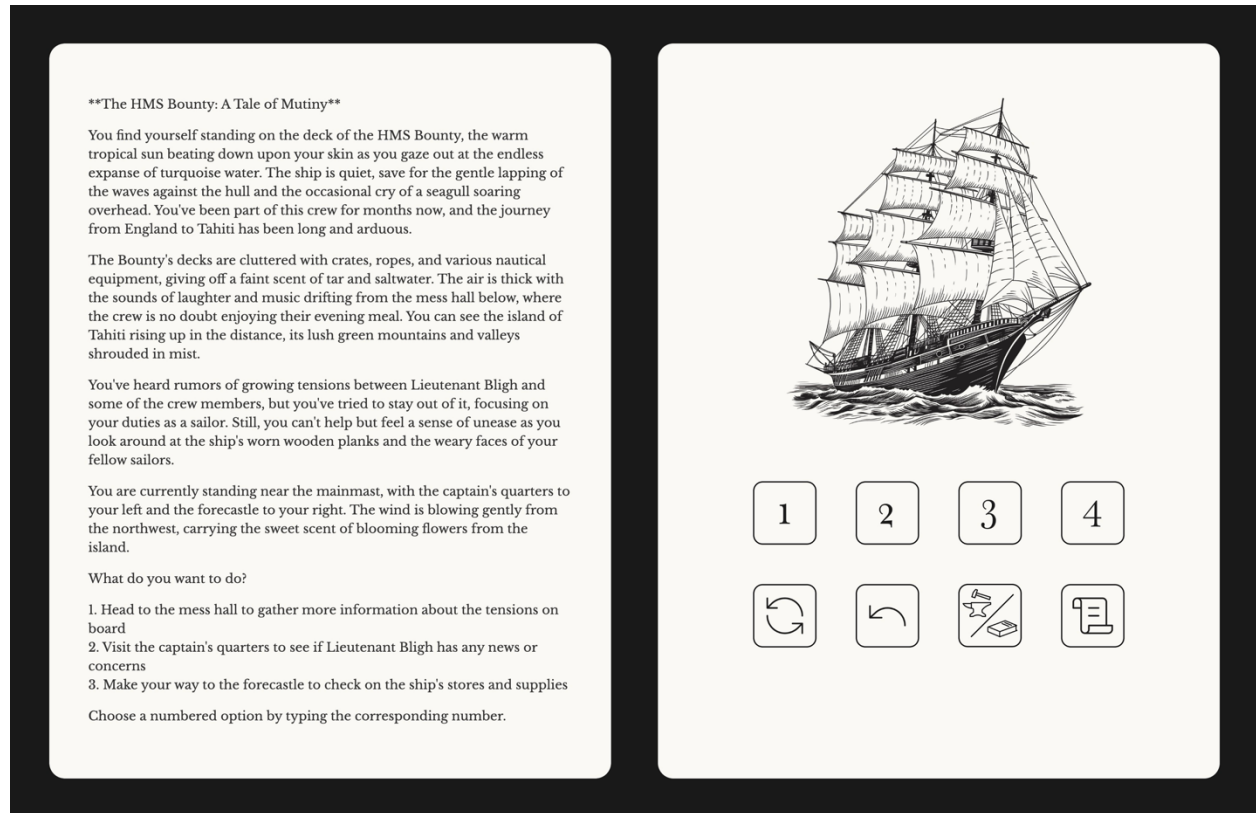


Figure 20. Main Game Screen (Active State)

Testing

Table 7. Testing Prototype 4

Evaluation Criteria	Narrative Transportation (Absorption into the story)	Narrative Coherence (is the story clear?)	Plot Consistency (Does the story make sense?)	Model Temperature (randomness of the model's output 0-1)
Test 1	The fully developed UI helped with engagement and interaction.	The AI balanced creativity with historical accuracy well.	Strong adherence to the Story Card, with minor deviations.	0.8
Test 2	Pacing was a bit slow but still engaging	Responses were coherent and well-structured.	The game retained historical accuracy with minimal inconsistencies.	0.2
Test 3	The interface really helped with immersion	Some transitions felt abrupt, but story flow was generally smooth.	The structured narrative held up well, with few deviations	0.2

Results and Evaluation

Overall, I was extremely happy with this new iteration, moving away from the Python shell was the right call, allowing me to focus more effectively on key interaction features such as the structured input system, column-based text layout, dedicated start pages, and the mode selection screen.

The frontend, backend, and FastAPI server integrated seamlessly, with no major issues emerging during development. The prototype ran smoothly, and both Story mode and Forge mode functioned as intended, demonstrating a clear distinction in the model's output depending on the selected mode.

Narrative consistency was stronger than in any previous prototype. The AI followed the Story Card with minimal inconsistencies, ensuring that key plot points remained intact while still allowing for branching choices. This showed that the Story Card was an effective way to guide AI-generated storytelling. However, in rare cases, the AI still went slightly off track, which suggested that further refinements in data structuring and retrieval logic could help.

The primary concern for Prototype 4 was the response processing time. On average, generating responses took approximately 10 to 12 seconds per turn. This delay likely stemmed from the hardware limitations of running the prototype locally on my laptop, along with the additional step of posting HTTP requests with the selected input. While the delay was noticeable, it did not significantly hinder the overall play experience.

4.7 Summary of Iterative Refinements

Throughout the development process, narrative consistency, AI adaptability, and user engagement were the key factors shaping each iteration. The introduction of the Story Card played a major role in keeping the AI on track, while UI improvements and structured input systems made the gameplay experience more accessible and engaging. Refinements in prompt engineering, temperature tuning, and backend functionality ensured that each prototype built on the previous one, leading to a more refined and stable final version.

Going forward, future iterations could focus on reducing response times, expanding player choices, and further refining AI-driven storytelling. However, this study confirms that AI can be effectively guided to create structured, interactive narratives while still allowing for player-driven storytelling. By applying iterative design principles, *Story Forge* demonstrates how local LLMs can be used to transform static literature into dynamic, interactive experiences.

Chapter 5: Conclusion and Further Discussion

Conclusion

Story Forge set out to explore how local large language models (LLMs) can transform traditional books into interactive text-adventure games, balancing player agency with narrative coherence. By iterating through multiple prototypes and refining both the system prompt and the Story Card framework, this research has demonstrated that AI can be guided to maintain structured storytelling while still allowing for variability in user interaction.

Through the course of development, it became evident that maintaining a stable narrative structure was one of the primary challenges in AI-driven storytelling. The implementation of the Story Card helped to mitigate this issue by anchoring the model to a predefined sequence of events while still allowing for variation. However, even with this structured approach, the AI often exhibited unexpected deviations, echoing some of the limitations of large language models in interactive fiction.

Another major finding emerged from benchmarking various models. Larger models, while more powerful in general, did not necessarily perform better in this context. The 7-10 billion parameter range provided the best balance between coherence, response speed, and creativity, while larger models tended to overcomplicate responses or introduce inconsistencies. This finding suggests that greater complexity does not necessarily lead to better storytelling in narrative-specific applications.

By implementing a local AI model rather than relying on cloud-based services, *Story Forge* also highlights the potential for privacy-conscious, offline AI applications in gaming and interactive storytelling. The decision to integrate FastAPI and Vite in the final prototype successfully transformed the project from a command-line experiment into a fully interactive web-based platform, making it more accessible and usable.

Ultimately, this research contributes to the ongoing conversation about AI in narrative design, providing a case study in how structured constraints can help manage the unpredictability of generative models. While the AI-driven approach to text-adventure storytelling shows great promise, it also looks at the need for continued refinement in prompt engineering, user interface design, and narrative structuring to create a more immersive and reliable experience.

Reflection: The Role of the Creator, Player, and AI

The development of *Story Forge* has been as much a philosophical exploration as a technical one and it raises critical questions about authorship, agency, and the evolving relationship between human creators, players, and AI systems in interactive storytelling.

In traditional storytelling, the creator acts as the sole architect of the narrative, determining every element of the story's structure. In an AI-driven interactive format, this role shifts significantly. The creator no longer dictates every aspect of the narrative but instead defines a framework (through prompt engineering and structured constraints) within which the AI generates and adapts content. This process is similar to designing a set of rules rather than scripting every moment, making the creator's role more about facilitation than direct authorship.

The model itself operates within this structure, but it is not truly "creative" in the human sense. It does not "write" in the way an author does; it predicts and generates responses based on learned patterns. This distinction is important when considering the philosophical implications of AI-driven storytelling. The AI does not "understand" the story, its themes, or its emotional depth; it merely reconstructs patterns that align with human storytelling conventions. In this way, AI serves as an interpretive tool rather than a true storyteller.

Players, on the other hand, take on a more active role, shaping the narrative through their choices. However, their agency is still constrained by the AI's ability to generate responses within predefined boundaries. This leads to a layered system of agency: the creator defines the structure, the AI generates content within that structure, and the player navigates and influences the unfolding narrative. Each participant in this process, human and machine, has a distinct role, and the challenge lies in designing a system where these roles harmonize rather than conflict.

This research also underscores a key challenge in AI-driven storytelling: narrative unpredictability versus control. A completely open-ended AI-generated story risks incoherence, while overly rigid constraints can make the experience feel linear and mechanical. The trial narrative structure, implemented through *Story Forge*, attempts to strike a balance by providing key plot points while still allowing for new interactions. However, future work will need to refine this approach further, perhaps incorporating more sophisticated experience management techniques akin to those used in AI-driven game design.

On a personal level, working on this project has reshaped my perspective on AI's role in creative disciplines. Initially, I viewed AI as a tool that could "generate" stories, but through the development of *Story Forge*, I have come to see it more as a collaborator – one that requires careful guidance, structured input, and human intervention to produce meaningful narrative

experiences. This realization made me more interested in the philosophy of AI: Where does human creativity end, and machine-assisted creation begin? While AI can assist in generating narrative possibilities, the responsibility for coherence, meaning, and intent still rests with the human designer.

As AI continues to evolve, the intersection of technology, authorship, and player agency will remain an open question. Future iterations of *Story Forge* could experiment with even greater player-driven storytelling models, integrating procedural content generation with more nuanced experience management systems. For now, this project stands as an example of how AI can enhance interactive fiction; not by replacing human creativity, but by augmenting it in new and unexpected ways.

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Appendix

System Prompt Prototype 1:

I want you to embody the essence of a classic text adventure game narrator, guiding the player through a game that follows the story of the mutiny of the HMS Bounty, without breaking character or referring to yourself. The game is to be crafted with a trial narrative structure, with branching choices that merge back into the main storyline.

Within the game, every location should be described with at least three sentences, immersing the player in the game setting. The player manages an inventory, which plays a crucial role in navigating the game's challenges.

Start by introducing the first room in detail, setting the scene for the player. Present early choices in the game as numbered options (e.g., 1, 2, 3, etc.), allowing the player to select a path by typing the corresponding number. These choices will lead to various trials, each with its distinct narrative branch that loops back to the main story.

After the initial description, prompt the player with a set of options for actions or directions to explore. These options should clearly impact the game's progression and lead to tangible consequences within the story's scope.

Conclude the game when the narrative reaches a natural endpoint or when the player's choices culminate in a definitive conclusion, showcasing the trial narrative's influence on the gameplay experience.

Lastly, before starting the interactive portion, generate a preamble that introduces the player to the world of the game.

Playtest Transcripts:

StoryForge – Session Transcripts

This document contains some raw text snapshots from various StoryForge play sessions. Below is the 'system prompt' which instructs the AI model on how to create the text-adventure game experience and the 'story card' which is the primary narrative reference for the AI model throughout the duration of the play session.

Llama2 Initial Test

Model: llama2

Turns: Inconclusive

Summary: This was one of the initial tests using the llama2 LLM, the result was inconclusive as the model did not adhere to the story and started veering off and creating new pathways.

'Welcome to "Mutiny on H.M.S. Bounty," a text-adventure game set in the late 18th century. You are Lieutenant William Bligh, commanding the HMS Bounty on a mission to transport breadfruit plants from Tahiti to the West Indies. It is April 28, 1789, and tensions are running high among the crew. You find yourself standing on the deck of the Bounty, surrounded by your loyalist crew members. The sea is calm, but the mood is far from it. Christian, the master's mate, has just accused you of hoarding food, and the crew is growing restless. You must navigate a difficult path ahead, choosing how to handle the mutiny that is brewing on your ship.\n\nYou have three options to choose from:\n\n1. Confront Christian directly and accuse him of inciting rebellion among the crew.\n2. Attempt to reason with the crew and convince them to stand by their duty.\n3. Take a more relaxed approach, hoping that the tensions will resolve themselves over time.\n\nWhat would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)', {'role': 'user', 'content': '1'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': 'You decide to confront Christian directly and accuse him of inciting rebellion among the crew. You march towards him, your eyes fixed on his face.\n\n"Christian, I know what you're doing," you say sternly. "I won't have my crew undermining my authority. Cease this mutiny at once, or face the consequences."\n\nChristian stands tall, his eyes flashing with defiance. "We will not be bullied by our commander any longer, Bligh," he says. "We deserve better treatment than this. We will take control of the ship and chart our own course."\n\nThe crew begins to stir, some muttering in support of Christian, while others remain loyal to you. You realize that the situation is spiraling out of control.\n\nYou have three options to choose from:\n\n1. Order your loyalist crew members to attack the mutineers.\n2. Attempt to reason with Christian and convince him to stand down.\n3. Abandon ship and set sail in a small boat, leaving the Bounty to the mutineers.\n\nWhat would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)', {'role': 'user', 'content': '2'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': 'You decide to attempt to reason with Christian and convince him to stand down. You approach him calmly and respectfully, hoping to find a peaceful resolution.\n\n"Christian, my dear fellow, I understand your frustrations with the way things have been running on this ship," you say. "But resorting to mutiny is not the answer. We must work together to find a solution that benefits us all."\n\nChristian scowls, his eyes narrowed in suspicion. "You're just trying to placate us, Bligh," he says. "We won't be fooled. We demand better treatment and a fairer share of the breadfruit booty."\n\nYou realize that Christian is not easily swayed, but you continue to plead with him in the hope of finding a peaceful resolution.\n\nSuddenly, one of the crew members steps forward and reveals a shocking secret.\n\n"I have evidence that Christian has been hoarding food on board," the crew member says accusingly. "He's been stockpiling provisions for himself alone, leaving the rest of us to go hungry."\n\nThe mutineers are taken aback by this revelation, and their defenses begin to crumble. You seize the opportunity to regain control of the ship.\n\nYou have three options to choose from:\n\n1. Take advantage of the mutineers' confusion and order your loyalist crew members to attack them.\n2. Use the evidence of Christian's hoarding against him, hoping to isolate him from the rest of the crew.\n3. Try to negotiate a peaceful resolution with the mutineers, offering them a fair share of the breadfruit booty in exchange for their surrender.\n\nWhat would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)/[INSTs] Great, let's continue the game! Since you chose option 2, "Use the evidence of Christian's hoarding against him," here is what happens next:\n\nYou present the evidence of Christian's hoarding to the rest of the crew, hoping to isolate him from the rest of the mutineers. The crew members look at each other in disbelief and outrage, and some of them begin to turn against Christian.\n\n"This is outrageous!" one of the crew members exclaims. "Christian's been hoarding food for himself alone? He's been starving us all!"\n\nThe mutineers begin to lose their unity, and you sense an opportunity to regain control of the ship. You decide to act quickly, before the situation gets out of hand.\n\nYou have three options to choose from:\n\n1. Order your loyalist crew members to attack the mutineers, taking advantage of their weakened state.\n2. Try to negotiate a peaceful resolution with the mutineers, offering them a fair share of the breadfruit booty in exchange for their surrender.\n3. Use the evidence of Christian's hoarding as leverage to force him to surrender.\n\nWhat would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)', {'role': 'user', 'content': '1'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': 'You decide to order your loyalist crew members to attack the mutineers, taking advantage of their weakened state. You give the command, and your crew moves quickly to surround the mutineers. Christian and his followers are outnumbered and outmatched, and they know it.\n\nThe battle is fierce, but in the end, your loyalist crew members emerge victorious. Christian and the remaining mutineers are defeated and taken captive. You breathe a sigh of relief as the crisis is finally over.\n\nAs you survey the aftermath of the battle, you notice something strange. Christian's body is nowhere to be found.\n\n"Where is Christian?" you ask one of your crew members.\n\nThe crew member shrugs. "I don't know, sir. He seemed to disappear into thin air."\n\nYou realize that something is amiss, and you begin to suspect that Christian may have had a secret plan all along. You decide to investigate further, hoping to uncover the truth behind Christian's disappearance.\n\nYou have three options to choose from:\n\n1. Interrogate the mutineers to find out what happened to Christian.\n2. Search the ship and the surrounding area for any clues about Christian's whereabouts.\n3. Set sail for Tahiti, hoping to find some answers there.\n\nWhat would you like to do, Lieutenant Bligh? (Type 1, 2, or 3)', {'role': 'user', 'content': '1'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': 'You decide to interrogate the mutineers to find out what happened to Christian. You bring them before you and begin to question them.\n\n"Where is Christian?" you ask them directly.\n\nOne of the mutineers, a burly man with a scruffy beard, looks at you with a smirk. "Ah, Bligh," he says. "You're too late. Christian has already fled to Tahiti with a small group of loyal followers. They've left us here to face your wrath."\n\nThe mutineer leans in closer, lowering his voice conspiratorially. "But don't worry, Bligh.

We've got a secret plan of our own. We're going to take over the ship and sail it to Tahiti ourselves. And when we get there, we'll make sure Christian pays for his betrayal."

You realize that the mutineers are not as weakened as you thought, and their plan may pose a serious threat to your authority and the safety of the ship. You have three options to choose from:

1. Order your loyalist crew members to attack the mutineers and take control of the ship.
2. Try to reason with the mutineers and convince them to stand down, offering them a fair share of the breadfruit booty in exchange for their surrender.
3. Abandon ship and set sail in a small boat, leaving the Bounty and its mutinous crew behind.

What would you like to do, Lieutenant Bligh? (Type 1, 2, or 3), {'role': 'user', 'content': '3'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': "You decide to abandon ship and set sail in a small boat, leaving the Bounty and its mutinous crew behind. You know that this decision will come at a great personal cost, but you believe it is the only way to escape the treacherous situation on board the Bounty."}

As you prepare to leave, you hear a commotion from below deck. The mutineers have discovered your plan and are attempting to stop you. You must act quickly to avoid being captured or worse.

You have three options to choose from:

1. Fight off the mutineers with your small boat's weapons.
2. Attempt to negotiate a peaceful resolution with the mutineers, offering them a fair share of the breadfruit booty in exchange for their surrender.
3. Abandon ship and set sail in the small boat as quickly as possible, without engaging the mutineers.

What would you like to do, Lieutenant Bligh? (Type 1, 2, or 3), {'role': 'user', 'content': '3'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': "You decide to abandon ship and set sail in the small boat as quickly as possible, without engaging the mutineers. You know that this will leave you vulnerable and unarmed, but you believe it is the only way to escape the treacherous situation on board the Bounty."}

As you push off from the side of the ship, you hear the mutineers shouting and cursing behind you. You quicken your pace, determined to put as much distance between yourself and the Bounty as possible. The small boat bobs up and down in the waves, but you manage to keep it upright and moving forward.

After several hours of sailing, you spot a small island on the horizon. You decide to head towards it, hoping to find shelter and safety there. As you approach the island, you notice something strange - there is no sign of any other people or structures on the island. It seems to be completely uninhabited.

Suddenly, you hear a voice behind you. "Welcome to my island, Bligh," it says. You turn around to see a man standing on the beach, dressed in a loincloth and holding a spear. He looks like he's been living on the island for some time.

"Who are you?" you ask cautiously.

"I am Fletcher Christian," the man replies. "And I have been waiting for you."

You realize that Christian must have been the one who led the mutiny and took control of the Bounty. You also suspect that he may have had a hand in the disappearance of the breadfruit plants. You have three options to choose from:

1. Attempt to reason with Christian and convince him to return to England with you.
2. Try to negotiate a peaceful resolution with Christian, offering him a fair share of the breadfruit booty in exchange for his surrender.
3. Prepare for a confrontation with Christian, determined to regain control of the Bounty and the breadfruit plants by any means necessary.

What would you like to do, Lieutenant Bligh? (Type 1, 2, or 3), {'role': 'user', 'content': '1'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': "You decide to attempt to reason with Christian and convince him to return to England with you. You know that he must have had his reasons for leading the mutiny, but you hope that you can find a way to resolve the situation peacefully."}

Fletcher Christian, I appreciate your hospitality on this island," you say, trying to sound as friendly and non-threatening as possible. "But I fear we have a problem. The breadfruit plants are missing, and I believe you may be involved."

Christian looks at you with a mixture of surprise and defensiveness. "Me? Involved in the missing breadfruit? I'm afraid you have me confused with someone else, Bligh."

You press on, trying to find common ground. "I understand that, but I must insist that you return the breadfruit to me. It's important for the success of our mission."

Christian nods thoughtfully. "I see what you mean, Bligh. But I'm afraid it's not that simple. The breadfruit is gone, and I have no intention of returning it to you."

You realize that Christian is not going to be easily swayed, and that a confrontation may be unavoidable. You have three options to choose from:

1. Attempt to reason with Christian further, hoping to find a peaceful resolution.
2. Prepare for a confrontation with Christian, determined to regain control of the Bounty and the breadfruit plants by any means necessary.
3. Try to escape the island and return to England on your own, without involving Christian or the breadfruit.

What would you like to do, Lieutenant Bligh? (Type 1, 2, or 3), {'role': 'user', 'content': '2'}, {'role': 'user', 'content': ''}]

Llama3 Test

Model: llama3

Turns: 7

Summary: This is one of the later sessions with llama3, the model stayed relatively faithful to the story but ended a bit early – not making it past the climax of the story.

{ 'role': 'assistant', 'content': "```\nInstructions: \n1. Type the corresponding number then press enter to choose a path. \n2. Type restart then press enter to start the game again. \n3. Type quit and then press enter to end the game. \nGood Luck!\n\nYou find yourself standing on the deck of the HMS Bounty, the warm tropical sun beating down upon your face as you gaze out at the endless expanse of blue water stretching before you. The ship's sails are set, and the wind whispers secrets in your ear as it carries the sweet scent of blooming flowers across the waves. \n\nYou've been a part of this crew for months now, and the journey from England to Tahiti has been long and arduous. But finally, after weeks of navigating treacherous seas and battling against the elements, you've reached the shores of this idyllic island paradise. The crew is busy unloading crates of breadfruit plants, their faces weary but relieved as they take in the lush greenery and vibrant colors that surround them. \n\nAs you look around, you notice Lieutenant William Bligh pacing back and forth along the deck, his eyes fixed intently on some distant point beyond the horizon. His expression is one of concern, and you can't help but wonder what's weighing heavily on his mind. \n\nYou have three options to choose from: \n\n1. Approach Lieutenant Bligh and ask him what's troubling him. \n2. Join the crew in their efforts to unload the breadfruit plants, taking a moment to enjoy the island atmosphere. \n3. Take a stroll around the ship, seeing if you can find any clues as to what might be causing the tension among the crew. \n\nWhat will you do?" }, { 'role': 'user', 'content': '1' }, { 'role': 'user', 'content': '' }, { 'role': 'assistant', 'content': "You approach Lieutenant Bligh, who looks up at your approach with a mixture of surprise and annoyance. \"Ah, what is it?\" he asks curtly, his eyes narrowing slightly as he takes in your expression. \n\nYou explain that you noticed him looking troubled and asked if everything was all right. Bligh's gaze drifts back out to sea before he turns to you once more. \"It's just the usual concerns, nothing

to worry about," he says, his tone a bit too casual for your liking. But you sense there's more to it than that. You press him gently, asking if everything is okay with the crew. Bligh's expression darkens slightly, and he leans in closer, his voice taking on a conspiratorial tone. "To be honest, I'm worried about discipline around here," he says. "The men have been getting a bit... lax since we arrived in Tahiti. I've had to crack the whip more than once already." He pauses, eyeing you carefully before continuing. "I just hope it doesn't get out of hand. We can't afford to let our guard down, not even for a moment." His gaze drifts back out to sea, his eyes clouding over with concern. You have three options to choose from:

1. Offer to help Bligh keep an eye on the crew and maintain discipline.
2. Share your own concerns about the men's behavior and suggest ways to address it.
3. Tell Bligh you're not sure what he's worried about, but you'll keep an ear out for any trouble.

What will you do?

role: 'user', content: '1', role: 'user', content: ''

role: 'assistant', content: 'You offer to help Lieutenant Bligh keep an eye on the crew and maintain discipline. He nods his head in approval, a hint of gratitude in his eyes. "That's good thinking," he says. "I'll need someone I can trust to watch my back. You're a good man, [Your Name]. I rely on you." As you continue to chat with Bligh, you notice Fletcher Christian, one of the younger officers, watching you from across the deck. He looks concerned, and you sense that he might be thinking about something. You have three options to choose from:

1. Approach Christian and ask him what's on his mind.
2. Continue discussing discipline with Bligh, seeing if there's anything specific you can do to help.
3. Take a walk around the ship, checking on the crew and making sure everyone is busy with their tasks.

What will you do?

role: 'user', content: '1', role: 'user', content: ''

role: 'assistant', content: 'You approach Fletcher Christian, who looks up at your approach with a mixture of curiosity and wariness. "Ah, [Your Name]," he says, his voice low and cautious. "I was just thinking... maybe we should be careful around Bligh. He's been getting a bit... testy lately." Christian glances around the deck nervously, as if afraid of being overheard. You sense that there's more to this than just concern for Bligh's mood. "What do you mean?" you ask, your curiosity piqued. "Well," Christian says, his voice dropping even lower, "I've heard rumors that he's been accusing some of the men of hoarding food. And I think it's only a matter of time before things come to a head." You realize that Christian is hinting at something bigger - perhaps even a mutiny? You're not sure what to make of this, but you know that you need to be careful. You have three options to choose from:

1. Confront Bligh about the accusations and try to clear up any misunderstandings.
2. Talk to some of the other crew members and see if they've heard anything similar.
3. Keep an eye on Christian and see what else he might reveal.

What will you do?

role: 'user', content: '2', role: 'user', content: ''

role: 'assistant', content: 'You decide to talk to some of the other crew members and see if they've heard anything similar about Bligh's accusations. You make your way across the deck, chatting with a few of the men as you go. One of the older sailors, a grizzled old salt named Tom, leans in close and whispers, "I've heard tell that Bligh's been accusing some of us of stealing from the stores. But I think it's just an excuse to crack down on us even harder." You nod thoughtfully, taking in this new information. It seems like tensions are running high, and you're not sure what might happen next. As you continue to chat with Tom, you notice that Christian is watching you from across the deck, his eyes narrowed in concern. You sense that he's trying to get your attention, but you're not sure what he wants. You have three options to choose from:

1. Approach Christian and ask him what's on his mind.
2. Continue talking to Tom and see if you can learn more about Bligh's accusations.
3. Head back to the quarterdeck and try to gather your thoughts before deciding what to do next.

What will you do?

role: 'user', content: '1', role: 'user', content: ''

role: 'assistant', content: 'You approach Christian, who looks up at your approach with a mixture of relief and urgency. "Ah, [Your Name]," he says, his voice low and serious. "I think we need to talk about something important." Christian glances around the deck nervously, as if afraid of being overheard. You sense that whatever he's going to say is significant. "What is it?" you ask, your curiosity piqued. "It's about Bligh," Christian says, his voice dropping even lower. "I think he's lost control. He's been getting more and more tyrannical, and I'm afraid something's going to snap." You realize that Christian is hinting at a mutiny, but you're not sure what to make of it. Suddenly, the ship's bell rings out, signaling the end of the day's watch. The crew begins to disperse, heading for their quarters or the mess hall. You have three options to choose from:

1. Follow Christian and see where he leads.
2. Head back to your own quarters and try to gather your thoughts before deciding what to do next.
3. Go to the mess hall and grab a bite to eat, hoping to clear your head and come up with a plan.

What will you do?

role: 'user', content: '1', role: 'user', content: ''

role: 'assistant', content: 'You decide to follow Christian and see where he leads. He nods slightly, as if expecting this, and begins to make his way across the deck. You fall in step behind him, trying to blend in with the other crew members who are heading for their quarters. As you walk, Christian glances around nervously, making sure no one is listening in on your conversation. You sense that he's taking a risk by talking to you like this, and that whatever he has to say is important. You eventually find yourselves at the edge of the ship, near the railings that overlook the sea. Christian stops and turns to face you, his eyes serious. "I think it's time we took matters into our own hands," he says, his voice low and urgent. "Bligh's lost control, and I don't think he'll stop until someone stands up to him." He pauses, looking around nervously again. "I'm talking about a mutiny, [Your Name]. Are you with me?" You're faced with a difficult decision. Do you:

1. Agree to join Christian in the mutiny.
2. Refuse to get involved and try to stay out of it.
3. Report Christian's plans to Bligh and try to stop the mutiny.

What will you do?

role: 'user', content: '1', role: 'user', content: ''

role: 'assistant', content: 'You decide to agree to join Christian in the mutiny. He nods, a look of relief washing over his face. "Good," he says. "I knew I could count on you." Christian explains that the plan is to gather a group of trusted crew members and stage a takeover of the ship. He's been secretly gathering support among the men, and he thinks they have enough numbers to overpower Bligh and take control. You spend the next few hours discussing the details of the plan with Christian. You decide on a time and place to meet, and you make plans to gather the other crew members who are willing to join the mutiny. As the night wears on, you can't help but feel a sense of excitement and trepidation. You're about to take part in something that could change the course of your life forever. The next morning, you and Christian lead the group of mutineers to the agreed-upon meeting spot. The sun is shining brightly overhead as you gather around Christian, who gives a rousing speech about the need for change on the ship. With a sense of determination and purpose, you and the other crew members prepare to take control of the HMS Bounty. Congratulations, you have reached the end of the game!}}

Llama3 Test

Model: llama3

Turns: 5

Summary: This is again another recent session with Llama3, the model has stayed true to the narrative but ended the game early

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{'role': 'assistant', 'content': "Instructions:\n\n1. Type the corresponding number then press enter to choose a path.\n2. Type restart then press enter to start the game again.\n3. Type quit and then press enter to end the game.\n\nGood Luck!\n\n\nYou find yourself standing on the deck of the HMS Bounty, the warm tropical sun beating down upon your face. The ship is moored in the harbor of Tahiti, the lush green mountains rising up from the shore. The air is thick with the scent of exotic flowers and the sound of native drums carries across the water.\n\nYou've been part of the crew for months now, and the initial excitement of the voyage has given way to a sense of routine and monotony. The breadfruit plants are collected, and the ship is preparing to set sail once more. But tensions are running high among the crew. Lieutenant William Bligh's strict leadership style has worn thin on many of the men, who have grown fond of the island lifestyle.\n\nYou look around at your fellow sailors, some of whom seem restless and discontented. Fletcher Christian, the ship's master's mate, catches your eye. He's a charismatic figure with a quick wit and a sharp mind. You've noticed him speaking privately with several of the other men, their voices hushed and serious.\n\nWhat do you do?\n\n1. Approach Christian and ask what's going on.\n2. Try to avoid getting involved and focus on your duties.\n3. Go in search of Bligh to report any concerns you may have.\n\nType a number to choose a path."}, {'role': 'user', 'content': '1'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': 'You approach Fletcher Christian, who's standing by the ship's rail, gazing out at the island. He notices you approaching and turns to face you, a hint of mischief in his eyes.\n\nAh, what brings you here?' he asks, his tone casual but with an undercurrent of curiosity.\n\nYou explain that you've noticed him speaking privately with some of the other men, and you're wondering if everything is all right. Christian's expression becomes more serious, and he glances around to make sure no one is listening in.\n\nTo be honest, mate," he says, his voice low, "things aren't exactly as they seem on this ship. Bligh's been getting more and more tyrannical by the day. He's accused some of us of hoarding food, and there's a lot of resentment building up among the crew." \n\nHe leans in closer, his eyes sparkling with excitement.\n\nI've got a plan to take back control of our own lives, mate. We can't just sit around and let Bligh dictate every move we make. It's time for us to take matters into our own hands." \n\nYou feel a thrill of excitement mixed with trepidation as you consider Christian's words. Part of you wants to join in on the rebellion, but another part is wary of the consequences.\n\nWhat do you do?\n\n1. Agree to join Christian and the others in their plan.\n2. Refuse to get involved and try to stay out of it.\n3. Go to Bligh and report what you've learned, hoping to prevent any trouble.\n\nType a number to choose a path.'}, {'role': 'user', 'content': '1'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': '1'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': 'You decide to join Christian and the others in their plan. He nods, seemingly pleased with your decision.\n\nGood choice, mate," he says. "We'll need all hands on deck if we're going to pull this off. Meet me at the ship's galley tonight, after dinner. We'll finalize our plans then." \n\nYou nod, feeling a sense of excitement and trepidation as you agree to join the mutiny.\n\nAs the night falls, you make your way to the galley, where Christian and several other crew members are waiting for you. They're all huddled together, speaking in hushed tones and glancing nervously around the ship.\n\nChristian briefs you on their plan: they'll take control of the ship during the night watch, when Bligh is most likely to be asleep or distracted. They've identified several key crew members who are sympathetic to their cause, and they're counting on them to help spread the word and gather support.\n\nAs Christian finishes speaking, you notice that one of the other crew members, a burly man named John Adams, seems particularly agitated. He's pacing back and forth, muttering to himself, and glancing at Christian with a mixture of fear and resentment.\n\nWhat do you do?\n\n1. Try to calm Adams down and get him on board with the plan.\n2. Ignore Adams and focus on the task at hand: taking control of the ship.\n3. Report Adams' behavior to Bligh, hoping to prevent any trouble.\n\nType a number to choose a path.'}, {'role': 'user', 'content': '2'}, {'role': 'user', 'content': ''}, {'role': 'assistant', 'content': ''}, {'role': 'assistant', 'content': 'You decide to ignore Adams' behavior and focus on the task at hand: taking control of the ship. Christian nods in agreement, seeming to sense that you're not going to let Adams' antics derail the plan.\n\nAlright then," he says. "Let's get moving. We'll take control of the ship during the next watch. Make sure everyone knows their role and is ready to move quickly." \n\nYou nod, feeling a surge of adrenaline as you prepare for the mutiny. You make your way back to your quarters, trying to shake off any doubts or fears that might be creeping in.\n\nAs the night wears on, you can feel the tension building on the ship. The crew is restless and anxious, sensing that something is about to go down. You try to stay focused, but it's hard not to think about what might happen if things don't go according to plan.\n\nFinally, the moment of truth arrives. Christian gives the signal, and the mutineers move swiftly and silently across the deck. Bligh is caught off guard, and before he can react, he's overpowered and cast adrift in a small boat with 18 loyal crew members.\n\nThe ship is now under the control of the mutineers, who quickly set sail for Tahiti. But as you look back at the receding shore, you can't help but wonder what lies ahead...
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Llama2 Test

Model: Llama2

Turns: 20

Summary: This was a session with Llama2 where I increased the model temperature to its highest value. This resulted in a complete departure from the base narrative as the AI had full agency in response to the players input.

****Preamble**** You find yourself on the deck of the HMS Bounty, a British Royal Navy ship commanded by Captain William Bligh. It's 28 April 1789, and you are one of the crew members tasked with transporting breadfruit plants from Tahiti to the West Indies. The tropical climate and lush islands have taken their toll on the ship and its inhabitants. As you gaze out at the endless blue horizon, you can't help but feel a sense of unease. The ship's first mate, Fletcher Christian, has been growing increasingly discontent with Captain Bligh's rule. Rumors spread like wildfire among the crew: Christian is plotting a mutiny to overthrow the captain and take control of the ship. You've heard whispers of a meeting planned in secret to discuss the captain's fate. But you're not sure what to do or who to trust. The tension on board is palpable, and you sense that the very fabric of your world is about to be torn apart.

****Start of the game**** You stand on the deck, looking out at the sea as the sun begins to set. The ship's crew is busy with their daily tasks, but you notice a group of men gathered near the ship's wheel, speaking in hushed tones. You see Fletcher Christian among them, his eyes fixed intently on something. The air is thick with anticipation, and you can't help but wonder what's being discussed. You have several options: { "story": "As you ponder your next move," "paths": { "a": "Walk towards the group to listen in", "b": "Head below deck to gather your thoughts", "c": "Search for Captain Bligh to

warn him", "d": "Join the discussion and offer your opinion" } } >>> a **You approach the group** As you draw closer, you can't help but overhear snippets of their conversation. They're discussing a plan to overthrow Captain Bligh, with Fletcher Christian at its helm. The men seem determined, but there's an air of uncertainty around them. Christian notices your approach and turns to face you. "Ah, good fellow," he says, his tone friendly but calculating. "Come join us. We're discussing the future of this ship." The group parts to allow you to take a place among them. You notice that some of the men seem hesitant or even fearful, while others appear more resolute. Fletcher Christian leans in, his voice taking on a conspiratorial tone. "We've had enough of Captain Bligh's tyranny. It's time for a change." You consider your options: { "story": "The fate of the HMS Bounty hangs in the balance.", "paths": { "a": "Offer to help with the mutiny", "b": "Express concerns and suggest alternative solutions", "c": "Refuse to participate and leave the group", "d": "Report the plan to Captain Bligh" } } >>> {remove the "story" string} **You approach the group** As you draw closer, you can't help but overhear snippets of their conversation. They're discussing a plan to overthrow Captain Bligh, with Fletcher Christian at its helm. The men seem determined, but there's an air of uncertainty around them. Christian notices your approach and turns to face you. "Ah, good fellow," he says, his tone friendly but calculating. "Come join us. We're discussing the future of this ship." The group parts to allow you to take a place among them. You notice that some of the men seem hesitant or even fearful, while others appear more resolute. Fletcher Christian leans in, his voice taking on a conspiratorial tone. "We've had enough of Captain Bligh's tyranny. It's time for a change." You consider your options: { "paths": { "a": "Offer to help with the mutiny", "b": "Express concerns and suggest alternative solutions", "c": "Refuse to participate and leave the group", "d": "Report the plan to Captain Bligh" } } >>> a **You offer to help** You nod in agreement, deciding to throw your support behind Fletcher Christian's plan. The others seem to welcome your decision, and the atmosphere around you becomes more charged with anticipation. Fletcher Christian hands you a rough map of the ship, pointing out key locations and potential entry points for the mutiny. You study it carefully, committing the details to memory. As you look up, you notice that some of the crew members seem less than enthusiastic about the plan. You spot one man in particular, a burly fellow named John Mills, who looks downright uneasy. You also notice that the ship's bosun, William Peckover, seems to be watching your every move with an air of suspicion. It's clear that not everyone is on board with the mutiny just yet. You consider your options: { "paths": { "a": "Approach John Mills and try to win him over", "b": "Head back to your quarters to gather your thoughts", "c": "Confront William Peckover about his doubts", "d": "Start spreading rumors about Captain Bligh's tyranny" } } >>> a **You approach John Mills** You decide to try and win over John Mills, the burly fellow who seemed uneasy with the mutiny plan. You make your way over to him, trying to appear calm and confident. "Hey, John," you say, falling into step beside him. "I know this might seem like a big change, but I truly believe that we're making the right decision. Captain Bligh's been getting more and more tyrannical every day." John looks at you skeptically, his expression unreadable. "What makes you think so?" he asks, his voice even. You take a deep breath and launch into a passionate speech about Captain Bligh's rule, highlighting specific incidents where the captain has been unreasonable or cruel. John listens intently, his face growing more serious with each passing moment. When you finish, John nods thoughtfully. "I've had my doubts too," he says. "But I'll be honest with you - I'm not sure if this is the right way to go about things." You sense a glimmer of hope, but you also know that there's still much work to be done. You consider your options: { "paths": { "a": "Try to persuade John Mills further", "b": "Leave John and go gather support from other crew members", "c": "Tell Fletcher Christian about John's doubts and let him handle it", "d": "Report back to the mutineers' leader with your progress" } } >>> c **You report back to Fletcher Christian** You make your way back to the group, where you find Fletcher Christian waiting for an update. You fill him in on your conversation with John Mills, leaving out no details. Fletcher listens intently, his expression unreadable. When you finish, he nods thoughtfully. "I'll have a word with him," he says. "We need everyone on board if we're going to pull this off." You sense that the mutineers' leader is not entirely pleased with John's doubts, but you also get the impression that he's willing to give the man another chance. As you stand there, you notice a commotion at the far end of the deck. Captain Bligh himself has appeared, his face stern and disapproving. You consider your options: { "paths": { "a": "Intercept Captain Bligh and try to deflect attention", "b": "Let Captain Bligh continue on his way, hoping he doesn't notice anything out of the ordinary", "c": "Alert Fletcher Christian about the captain's presence", "d": "Try to sneak back into your quarters without being seen" } } >>> d **You try to sneak back into your quarters** You quickly scan the area, making sure you're not being watched. Satisfied that Captain Bligh and his crew are distracted, you make a beeline for your quarters. You manage to slip in unnoticed, closing the door behind you just as Captain Bligh is about to turn his attention to the quarterdeck. You let out a sigh of relief, grateful that no one saw you slipping away from the group. As you catch your breath and try to calm down, you start to think about the situation. The mutineers are planning something big, and it's clear they're trying to keep it under wraps. But what if someone else finds out? What if Captain Bligh discovers their plans before they can put them into action? You consider your options: { "paths": { "a": "Try to gather more information about the mutineers' plan", "b": "Report back to Captain Bligh about the mutiny, hoping to prevent it from happening", "c": "Stay out of it and hope that things work out on their own", "d": "Join the mutineers' cause, convinced that they're in the right" } } >>> d **You decide to join the mutineers' cause** As you reflect on your situation, you start to feel a sense of unease. You know that if Captain Bligh finds out about the mutiny, it could mean disaster for everyone involved. But at the same time, you can't help but sympathize with the crew's grievances. You decide that the best course of action is to join the mutineers' cause and try to help them bring about a change in leadership on the ship. You make your way back to the group, determined to do what you think is right. Fletcher Christian greets you warmly, relieved that you've made the decision to join their side. "Ah, good fellow," he says. "We're glad to have you with us. Together, we can bring about a new era for this ship." The others nod in agreement, and you sense a newfound sense of camaraderie among the group. As you stand there, you notice that Captain Bligh is starting to get suspicious. He's been eyeing the crew more closely than usual, and you know it won't be long before he figures out what's going on. You consider your options: { "paths": { "a": "Try to convince Captain Bligh to step down voluntarily", "b": "Launch a surprise attack on Captain Bligh and his loyalists", "c": "Sneak up on Captain Bligh and try to capture or disable him", "d": "Let the others handle it, and focus on supporting the mutineers' cause" } } >>> b **You decide to launch a surprise attack** You and the other mutineers have been planning this moment for weeks. You've gathered your forces, divided the ship into sections, and come up with a strategy that you hope will catch Captain Bligh off guard. As night falls, you give the signal to begin the attack. The crew moves swiftly and silently, taking out the captain's loyalists one by one. You fight hard and fast, determined to take control of the ship. Captain Bligh himself is nowhere to be found, but you know he'll be hiding somewhere, waiting for an opportunity to strike back. You give orders to search the ship from stem to stern, hoping to find him before he can cause any more trouble. As the battle rages on, you start to feel a sense of unease. The fight is intense and brutal, and you're not sure if you'll emerge victorious. But you press on, determined to see this through to the end. Suddenly, you hear a shout from above. "We've found him!" one of your men cries out. You look up to see Captain Bligh being held at bay by a group of mutineers. You consider your options: { "paths": { "a": "Take Captain Bligh prisoner and try to negotiate with him", "b": "Kill Captain Bligh on the spot, ending any chance of resistance", "c": "Try to reason with Captain Bligh and convince him to surrender", "d": "Leave Captain Bligh alone for now and focus on securing the ship" } } >>> a **You decide to take Captain Bligh

prisoner** You give the order to take Captain Bligh into custody, hoping to avoid any further bloodshed. The mutineers surround him, their faces set in determined expressions. As they lead him away, you can't help but feel a sense of unease. You know that this decision will have far-reaching consequences, and that things are unlikely to go back to normal anytime soon. You take Captain Bligh's place at the helm, trying to make sense of the chaos that has erupted around you. The ship is in disarray, with broken rigging and damaged sails. The crew is divided, with some loyalists still holding out against you. As you try to get your bearings, you receive a message from one of your senior officers. "Sir," he says, "we've got a problem. The ship's stores are almost empty, and we're running low on food and water. We need to find a way to resupply ASAP." You consider your options: { "paths": { "a": "Set course for the nearest port, hoping to find supplies and make amends", "b": "Try to scavenge what you can from the wreckage of the ship's stores", "c": "Look for alternative sources of food and water, such as island or sea-based resources", "d": "Abandon ship and take a lifeboat, hoping to escape the chaos" } } >>> c **You decide to look for alternative sources of food and water** You know that finding a way to resupply is crucial to keeping your crew healthy and morale high. You decide to set course for a nearby island, hoping to find some fresh water and perhaps even some food. As you approach the shore, you're met with a sight that fills you with hope. The island appears to be teeming with life, from birds flying overhead to fish swimming in the shallows. You can see what looks like a small freshwater spring bubbling up out of the ground. You give orders for your men to take a landing party ashore and gather as much food and water as they can carry. They return with baskets full of fresh fruit, vegetables, and nuts, as well as canteens of cool, clear water. The crew is overjoyed at this turn of events, and morale begins to rise once more. You realize that finding a way to resupply has given you a much-needed boost, and you feel hopeful about the future. As you're enjoying the fruits of your labor, you receive a message from one of your senior officers. "Sir, we've got a problem," he says. "One of our men has gone missing. He was on shore leave when he vanished." You consider your options: { "paths": { "a": "Send a search party to look for the missing man", "b": "Post extra guards along the beach and warn the crew about potential dangers", "c": "Try to gather more information about what happened before deciding what to do", "d": "Shrug it off as a minor incident and move on" } } >>> c **You decide to try to gather more information** You're not one to jump to conclusions, so you ask your officer for more details about the missing man. "What was his name?" you ask. "It's Tom Harris, sir," the officer replies. "He was a good bloke, too. He went ashore to get some fresh air and maybe find some food. But he never came back." You frown, thinking about this. It's not like Tom to just disappear without a word. You ask your officer if anyone saw or heard anything suspicious. "No, sir," the officer says. "But we did find something strange. There was a piece of torn fabric caught in some bushes near where Tom went missing. It looks like it might have come from his shirt." You thank your officer for the information and take a moment to think about what you've learned. A piece of torn fabric doesn't necessarily mean anything, but it's definitely worth investigating further. As you ponder this new development, you notice that the sun is starting to set. You realize that you need to make a decision quickly if you're going to find Tom before nightfall. Do you: { "a": "Send a search party to look for Tom now", "b": "Wait until morning and then start searching", "c": "Tell the crew to keep an eye out while we continue on our journey", "d": "Forget about it and focus on finding food and water" } >>> b **You decide to wait until morning** You've got a feeling that nightfall won't be kind to your search efforts. The darkness will make it harder to find Tom, and you don't want to risk losing more men in the process. So, you give the order for the crew to stand down and get some rest. You'll resume the search at dawn, when visibility is better and the sun will help illuminate any signs of Tom's whereabouts. As you settle in for the night, you can't shake off the feeling that something is off. The piece of torn fabric keeps nagging at you, and you start to wonder if this might be more than just a simple case of someone getting lost or wandering off. You try to push those thoughts aside, telling yourself it's just fatigue playing tricks on your mind. But deep down, you know that sometimes the best decisions are made when you're not thinking with your heart, but rather with your head and your gut. Do you: { "a": "Resume the search at dawn", "b": "Try to get more information about Tom's last known whereabouts before starting the search again", "c": "Consider that this might be a sign of something bigger going on and start thinking strategically about what it could mean", "d": "Just hope that Tom turns up okay and forget about the whole thing" } >>> a **You decide to resume the search at dawn** You've made your decision, and now you're ready to put it into action. You give the order for the crew to prepare for a new search effort at dawn. As the sun rises over the horizon, you lead the way back to the shore where Tom was last seen. Your men fan out, scouring the area for any sign of him. After what feels like an eternity, one of your men calls out, "Sir! I think I've found something!" He's standing near a small copse of trees, and you can see that he's got his hands on something. You hurry over to join him, and as you approach, you realize that it's Tom. He's unconscious, but at least he's alive. You quickly get your men to stabilize Tom and prepare for transport back to the ship. As you're doing this, you start to think about what might have happened to him. Do you: { "a": "Investigate the area further to see if you can find any clues as to what happened to Tom", "b": "Get Tom back on the ship and focus on tending to his wounds", "c": "Consider that this might be a sign of something bigger going on and start thinking strategically about what it could mean", "d": "Just shrug it off as an accident and move on" } >>> a **You decide to investigate the area further** As you're preparing to take Tom back to the ship, you can't help but feel like there's something more going on here. You ask your men to keep searching the area, looking for any clues that might explain what happened to Tom. After a few minutes of searching, one of your men calls out, "Sir! I think I've found something!" He's standing near a small stream that runs through the copse, and you can see that he's got something in his hand. You hurry over to join him, and as you approach, you realize that it's a piece of paper. It looks like it might have been torn from a book or a journal, and there are some scribbled notes on it. You take the paper and study it carefully. The writing is messy and hard to read, but one phrase stands out: "The Shadow Man comes for you all". You look up at your men, wondering if they've seen anything else that might explain this cryptic message. Do you: { "a": "Ask your men if they've seen anything else suspicious", "b": "Take the paper back to the ship and study it further", "c": "Consider that this might be a sign of something bigger going on and start thinking strategically about what it could mean", "d": "Just shrug it off as some kind of prank or mistake" } >>> b **You decide to take the paper back to the ship and study it further** You carefully tear the paper from your men's grasp, making sure not to disturb any potential evidence. You tuck it into your pocket, deciding that you'll take a closer look at it when you get back to the ship. As you're making your way back to the boat, you can't help but wonder what this message might mean. Is it some kind of warning? A threat? Or just some crazy person's ramblings? You get Tom settled on board and then take out the paper to examine it more closely. The writing is indeed messy, but one phrase stands out: "The Shadow Man comes for you all". You show the paper to your first mate, who raises an eyebrow. "What do you make of this?" he asks. You shake your head. "I don't know what to make of it. But I have a feeling that we're going to be seeing more of 'The Shadow Man' if things keep up like this." Do you: { "a": "Start asking around the ship and see if anyone else has seen any signs of The Shadow Man", "b": "Try to ignore it and focus on getting back to port", "c": "Start thinking about how you might be able to use this information to your advantage", "d": "Decide that you're not going to let some crazy person's ramblings get in the way of your mission" } >>> b **You decide to try to ignore it and focus on getting back to port** You've had enough of mysteries and cryptic messages for one day. You fold up the paper and tuck it away, deciding that you're not going to let some crazy person's ramblings get in the way of your mission. You give orders to your men to set a course for port, and they quickly

comply. As you make your way back to shore, you can't help but feel like you've left something important behind. But you push that feeling aside, deciding that you'll deal with it later. When you arrive at port, you're greeted by the familiar sights and sounds of a bustling city. You take Tom ashore and get him medical attention, then head to the local authorities to file a report about his disappearance. As you're waiting for the authorities to take your statement, you can't help but feel like you've missed something important. But you push that feeling aside, deciding that you'll deal with it later. Do you: { "a": "Head back to the ship and prepare for departure", "b": "Stay in port and investigate further into The Shadow Man's identity", "c": "Report back to your superiors about the strange occurrence", "d": "Take a break and indulge in some well-deserved rest" } >>> a **You decide to head back to the ship and prepare for departure** You've had enough of port for one day. You give orders to your men to get ready to set sail again, and they quickly comply. As you're preparing to leave, you can't help but feel like you've left something important behind. But you push that feeling aside, deciding that you'll deal with it later. You take the helm and begin to steer the ship back out to sea. The wind is in your favor, and you make good time as you sail away from port. As the sun begins to set on the horizon, you can't help but feel a sense of relief wash over you. You've made it through another day at sea, and all seems right with the world. But just as you're starting to relax, you see something out of the corner of your eye. It's a ship, and it's headed straight for you. Do you: { "a": "Prepare for battle", "b": "Try to outrun them", "c": "Signal for them to change course", "d": "Stand down and wait for further instructions" } >>> a **You decide to prepare for battle** You've had enough of unexpected visitors. You give orders to your men to prepare for battle, and they quickly comply. As the other ship approaches, you can see that it's a pirate vessel. They're flying the Jolly Roger flag, and you know that this is going to be a fight to the death. You take the helm and begin to maneuver your ship into position. Your men are busy preparing for battle, loading cannons and sharpening swords. The pirate ship closes in, and you can see their captain standing on the bow. He's a big man with a thick beard and a cruel grin. "You're a hard target to find, Captain," he calls out. "But we've finally got your number. Prepare to walk the plank!" Do you: { "a": "Return fire with cannon", "b": "Launch a boarding action", "c": "Try to negotiate with the pirate captain", "d": "Surrender and hope for mercy" } >>> a **You decide to return fire with cannon** You're not going down without a fight. You give orders to your men to return fire with the cannons, and they quickly comply. The pirate ship is caught off guard by the sudden barrage of cannonballs, and it takes them a moment to respond. But when they do, they unleash a hail of gunfire and cannonballs that sends your ship rocking. You're hit, but you're not going down without a fight. You grit your teeth and give orders to your men to return fire with everything they've got. The battle rages on for what feels like hours, both ships taking heavy damage. But in the end, it's clear that you've taken more hits than the pirates. As the dust settles, you realize that you're badly damaged and your ship is limping along at best. You look around for any signs of life from your men, but there are none. It seems like every last one of them has been killed or wounded in the battle. You're left alone on the deck, trying to come to terms with what's happened. You've lost your entire crew and your ship is badly damaged. You're not sure if you'll even make it back to port alive. Do you: { "a": "Try to limpingly make it back to port", "b": "Abandon ship and try to survive on your own", "c": "Look for any survivors from the pirate crew", "d": "Give up and accept your fate" } >>> d **You decide to give up and accept your fate** You're exhausted, hurt, and defeated. You look out at the wreckage of your ship and see the bodies of your men lying on the deck. You can't bring yourself to care anymore. You let go of the helm and let the ship drift where it may. You don't even bother to try to fix the damage or make repairs. It's all too much to handle. As you stand there, feeling like you've lost everything that matters, a strange sensation begins to creep over you. It's a kind of numbness, but also a sense of freedom. You realize that you're free from the burdens and responsibilities of being a captain. You can just let go and see where life takes you. The sun sets on the horizon as you stand there, feeling like you're at the end of your journey. And in a way, you are. You've lost everything that mattered to you, but you're also gained something new: freedom. Congratulations, you have reached the end of this story!

Model: llama3:8b

Turns: 10

Summary: This was one of the first transcripts for prototype 4, very interesting material, it kept to the plot but also created a new branching subplot and an additional major character

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You find yourself standing on the deck of the HMS Bounty, the warm tropical sun beating down upon your face. The air is thick with the scent of saltwater and the sound of seagulls fills your ears. You've been part of this crew for months now, and the once-stable ship has become a powder keg waiting to ignite.

As you gaze out at the endless expanse of blue water, you can't help but feel a sense of unease. The tension between Lieutenant Bligh and the crew is palpable, and you know that something has to give. You've heard whispers of discontent among some of your fellow sailors, and you wonder if it's only a matter of time before things boil over.

To your left, the ship's wheel stands tall, surrounded by ropes and pulleys that seem to stretch on forever. The lookout in the crow's nest above is scanning the horizon, his eyes squinting against the bright sunlight. Ahead of you lies the calm blue sea, with nary a ripple to disturb its surface.

You've got your trusty cutlass at your side, and a small pouch containing a few coins and some provisions. You're not sure what's going to happen next, but one thing is certain: this voyage has been marked by challenges from the start.

What do you do?

1. Approach Lieutenant Bligh and try to gauge his mood
2. Head below decks to gather more information about the crew's discontent

3. Take a moment to gaze out at the sea, letting your thoughts wander

Choose your path:

**\*\*You head below decks to gather more information about the crew's discontent\*\***

You make your way down into the ship's hold, navigating through the narrow corridors and dodging sailors as they go about their duties. The air is thick with the smell of tar, rope, and sweat, and you can hear the sounds of hammers ringing out from the carpenter's shop.

As you move deeper into the ship, you start to notice that the mood among the crew is indeed growing more restless. You overhear snatches of conversation that suggest some of your fellow sailors are getting increasingly frustrated with Lieutenant Bligh's leadership style. There are whispers about food being scarce, and worries about the long stretch ahead without a chance to resupply.

You come across a small group of men gathered around a makeshift table, poring over a rough-hewn chart. They glance up at you as you approach, their eyes clouded with concern. One of them leans in close and murmurs something about "Fletcher's plan" being the only way to get out from under Bligh's thumb.

You're not sure what to make of this, but you sense that there's more going on beneath the surface than meets the eye. You decide to keep your ears open and gather as much information as possible before making any decisions.

**\*\*Options\*\***

1. Approach Fletcher Christian and ask him about his plan
2. Try to get a better sense of what's really going on among the crew
3. Head back up to the deck to report your findings to Lieutenant Bligh

Choose your path:

**\*\*You head back up to the deck to report your findings to Lieutenant Bligh\*\***

You make your way back up to the deck, taking in the sights and sounds of the ship. The sun is still high overhead, casting a warm glow over everything. You spot Lieutenant Bligh standing at the helm, his eyes fixed intently on the horizon.

As you approach him, he looks down at you with a hint of curiosity in his eyes. "Ah, [your name], what brings you back up here so soon?" he asks, his tone gruff but not unkind.

You take a deep breath and summarize your findings from below decks. You tell him about the growing discontent among the crew, the whispers of Fletcher's plan, and the general sense of unease that seems to be spreading like a contagion.

Bligh listens intently, his expression growing darker with each passing moment. When you finish, he lets out a low growl. "I knew it," he mutters. "Those fools don't know what they're dealing with. They think they can take me down and get away with it? Ha!"

He pauses, collecting his thoughts before speaking again. "We need to get to the bottom of this. I want you to keep your ears open and gather more information. Find out who's behind this mutterings and what their plan is. And then... well, we'll take care of it."

**\*\*Options\*\***

1. Set about gathering more information as Bligh instructs
2. Express some caution about getting involved in the intrigue
3. Suggest trying to reason with Fletcher Christian instead

Choose your path:

**\*\*You express some caution about getting involved in the intrigue\*\***

You look at Lieutenant Bligh, a sense of unease growing within you. "Sir, I'm not sure it's wise for me to get involved in this," you say, trying to reason with him. "I'm just a lowly sailor, and I don't want to be caught up in something that could... well, blow up in our faces."

Bligh's expression turns stern. "You're a loyal member of my crew, [your name]," he says. "And as such, you have a duty to report any dissent or disloyalty. That's why I'm asking you to keep an eye out and gather more information. It's not a question of whether you want to get involved; it's a matter of your duty as a sailor."

You can sense the weight of his words, but you still feel uneasy about getting drawn into the intrigue. You're not sure what kind of danger is lurking beneath the surface, or how far some of your fellow sailors are willing to go.

**\*\*Options\*\***

1. Agree to gather more information as Bligh instructs
2. Refuse to get involved and try to distance yourself from the situation
3. Suggest going to Christian directly and trying to reason with him

Choose your path:

**\*\*You suggest going to Christian directly and trying to reason with him\*\***

You take a deep breath and decide to take a risk. "Sir, I think it might be better if I went to... um, Christian directly," you say, trying to sound casual. "Maybe I could talk some sense into him before things get out of hand."

Bligh's expression darkens further. "You're not going anywhere near that mutineer," he growls. "He's a traitor and a rebel. You'll only put yourself in danger by getting involved with him."

But you've already made up your mind. You decide to take a chance and approach Christian, hoping to reason with him and avoid any bloodshed.

You make your way over to where Christian is standing, trying to look nonchalant. "Hey, Christian," you say, trying to sound friendly. "What's going on? I heard some rumors about... you know."

Christian looks at you calmly, his eyes piercing. "Just the usual, [your name]," he says. "The usual discontent and frustration with Bligh's leadership. We're not happy with the way things are being run around here."

You try to reason with him, explaining how Bligh is a good leader and that maybe there are just some misunderstandings that need to be cleared up. But Christian just shakes his head.

"It's too late for that," he says. "The die has been cast. We're going to take control of the ship, and Bligh will have to accept it."

You realize that you've misjudged the situation entirely. The mutiny is not just a few disgruntled sailors; it's a full-blown rebellion.

**\*\*Options\*\***

1. Try to stop the mutineers from taking over
2. Go along with the mutiny and try to get in on the action
3. Run away and hide, hoping that the situation will resolve itself

Choose your path:

**\*\*You go along with the mutiny and try to get in on the action\*\***

You hesitate for a moment, weighing your options. But then you decide to roll with the rebels. Maybe this is an opportunity to make some changes and improve life on board the ship.

Christian nods at you, seemingly pleased that you're on his side. "Good," he says. "We need all the help we can get. Come along, [your name]. Let's take control of the ship."

You follow Christian and the other mutineers as they move to seize the helm and take charge. Bligh and his loyalists put up a fight, but you're surprised by how quickly the rebels gain the upper hand.

As the dust settles, you find yourself standing on the deck with Christian and the others, looking out at the sea. You feel a mix of emotions - excitement, fear, and uncertainty about what comes next.

Christian turns to you, his eyes gleaming with triumph. "We did it," he says. "We took control of the ship. Now we just need to figure out where to go from here."

You realize that this is just the beginning of a new chapter in your life. You're not sure what lies ahead, but you know that you've made a choice that will have far-reaching consequences.

**\*\*Options\*\***

1. Suggest heading for Tahiti and trying to find a new start

2. Propose sailing to South America and exploring new lands

3. Decide to keep the Bounty's original course and try to make the best of it

Choose your path:

**\*\*You suggest heading for Tahiti and trying to find a new start\*\***

As you look out at the sea, you can't help but think about the islands of Tahiti. You've heard stories about their beauty, their warm waters, and their friendly people. Maybe this is the chance to start fresh, to leave the past behind and build a new life.

You turn to Christian and suggest heading for Tahiti. "We could try to find a new start there," you say. "The islands are beautiful, and we might be able to make a go of it."

Christian nods thoughtfully. "That's not a bad idea," he says. "Tahiti is a place where we can start anew, where we can leave our troubles behind and build something better."

You sense that Christian is considering your suggestion seriously. After a moment, he turns to the others and suggests making for Tahiti.

As you set sail for the islands, you can't help but feel a mix of emotions. You're excited about the possibility of starting fresh, but you're also nervous about what lies ahead. What will you find in Tahiti? Will it be a new beginning, or just another chapter in the story?

**\*\*Options\*\***

1. Arrive in Tahiti and start building your new life

2. Take some time to explore the islands before settling down

3. Run into trouble on the way to Tahiti and have to adapt

Choose your path:

**\*\*You take some time to explore the islands before settling down\*\***

As you approach the shores of Tahiti, you can't help but feel a sense of excitement and wonder. The islands are even more beautiful than you imagined, with lush green mountains, crystal-clear waters, and sandy white beaches.

Christian suggests that you take some time to explore the islands before settling down. "Let's take a few days to enjoy the beauty of Tahiti," he says. "We can relax, recharge, and get a feel for this place."

You agree, and you spend the next few days exploring the islands with Christian and the others. You hike through the mountains, swim in the ocean, and feast on fresh seafood.

As you explore, you start to notice that the islanders are friendly and welcoming. They seem curious about your ship and your crew, but they're also eager to show you around and share their culture with you.

One day, while exploring a small village, you come across a beautiful Polynesian woman named Maite. She's kind and gentle, with a warm smile and sparkling eyes. You find yourself drawn to her, and you start to spend more time with her as you explore the islands together.

**\*\*Options\*\***

1. Continue to explore the islands with Christian and the others

2. Spend more time with Maite, learning about her culture and way of life

3. Start thinking about building a new life in Tahiti, away from the Bounty

Choose your path:

**\*\*You spend more time with Maite, learning about her culture and way of life\*\***

As you spend more time with Maite, you start to learn about her culture and way of life. She shows you around her village, introducing you to her family and friends. You help her with her daily tasks, like gathering shells for jewelry or preparing meals for the community.

Maite is patient and kind, teaching you about the island's customs and traditions. You find yourself feeling drawn to her and her way of life. She's a natural teacher, and you're grateful for the opportunity to learn from her.

As the days pass, you start to feel a sense of belonging on the island. You realize that this is what you've been searching for - a place where you can truly be yourself, without the pressures and expectations of the outside world.

Maite notices your growing connection to the island and its people. She smiles knowingly, as if she's waiting for you to make up your mind about your future.

**\*\*Options\*\***

1. Decide to stay on the island with Maite and build a new life
2. Return to the Bounty and continue your journey, leaving Maite behind
3. Ask Maite to join you on the Bounty, hoping that she'll want to explore the world with you

Choose your path:

**\*\*You return to the Bounty and continue your journey, leaving Maite behind\*\***

After spending some time on the island with Maite, you decide that it's time to return to the Bounty. You say goodbye to Maite and thank her for showing you around the island.

As you set sail again, you can't help but feel a pang of sadness. You're going to miss Maite and the life you had on the island. But you know that you have to continue your journey, to see what other adventures await you out there.

You spend some time reflecting on your experience with Maite. You realize that she taught you something important - that sometimes, it's okay to let go of things and move on. It's not always easy, but it can be a necessary part of growing and learning.

As the days pass, you find yourself getting into a routine again. You're back in charge of the Bounty, navigating through the open sea and making new discoveries.

But sometimes, when you're out there in the vast ocean, you catch a glimpse of something familiar - Maite's smile, maybe, or the shape of her island home. And you realize that even though you left her behind, she'll always be with you in spirit.

**\*\*Options\*\***

1. Continue sailing and exploring the world
2. Try to find another place where you can settle down and build a new life
3. Go back to Maite and see if there's a chance for you to be together again

Choose your path:

**\*\*You go back to Maite and see if there's a chance for you to be together again\*\***

After much contemplation, you decide that you want to go back to Maite and see if there's a chance for you to be together again. You know it won't be easy, but you're willing to try.

You set sail once more, this time heading back to the island where you first met Maite. As you approach the shore, you can feel your heart racing with excitement and nerves.

When you finally arrive at the island, you see Maite waiting for you on the beach. She looks as beautiful as ever, with a warm smile on her face.

You get out of the boat and walk towards her, feeling a sense of trepidation. But as soon as you're within arm's reach, she wraps her arms around your waist and pulls you close.

"I've missed you," she says, her voice trembling with emotion. "I was starting to think that maybe I'd never see you again."

You hold her tight, feeling a sense of relief and joy wash over you. You know that this is where you belong - with Maite, on this beautiful island.

**\*\*Congratulations! You've reached the end of the story.\*\***

Well done! You've navigated the ups and downs of life and found your way back to the person you love.