

# The `gamebook` package\*

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## Introduction

This package provides the means to layout gamebooks with L<sup>A</sup>T<sub>E</sub>X. If you do not know what a gamebook is, just have a look at the informative Wikipedia article <http://en.wikipedia.org/wiki/Gamebook> or check out Demian's very good overview website, where you can find tons of information about gamebooks: <http://www.gamebooks.org>.

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

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

## Package Loading

You can load the `gamebook` package easily together with the typical L<sup>A</sup>T<sub>E</sub>X-classes:

```
\usepackage[optional arguments]{gamebook}
```

With respect to the *optional arguments*, you have the following ones available:

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

The available commands and environments are described in the following.

## Usage

`\gbsection` The `\gbsection{id}` macro is the core of the package, defining the different (numbered) sections of the gamebook. It takes one mandatory argument that specifies the reference id (just as you would with a `\label` command).

`\gbturn` The `\gbturn{id}` macro prints a link to a numbered section of the gamebook.

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\*This document corresponds to `gamebook` v1.0, dated 2011/11/29.

It takes one mandatory argument that specifies the reference id of the respective section (as defined using the `\gbsection` macro). By default, there is a text before the link: “turn to”. You can change this text to your liking by using the following:

```
\renewcommand{\gbturntext}{my new text}
```

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

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

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

```
\gbvillain{villain's name}{skill}{skill level}{life}{life level}
```

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

```
\renewcommand{\gbheadtext}{my new text}
```

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

## Todo

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

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

## Implementation

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

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

`\gbheader` The packages `fancyhdr` and `extramarks` are used to get the headlines right, i.e., to print both the first and last numbered section for navigation within the gamebook. `extramarks` is an add-on for `fancyhdr` providing commands such as `\firstmark` etc. `\gbheadtext` is printed on the opposite side of the section numbers and can be changed as shown in the documentation above.

```

8 \RequirePackage{fancyhdr}
9 \RequirePackage{extramarks}
10 \newcommand{\gbheadtext}{Gamebook}
11 \newcommand{\gbheader}{%
12 \pagestyle{fancy}%
13 \renewcommand{\sectionmark}[1]{\markboth{\thesection}{\thesection}}%
14 \fancyhead{}% clear all header fields
15 \fancyhead[LO,RE]{\small\gbheadtext}
16 \fancyhead[RO,LE]{\small\ifthenelse{\equal{\firstleftmark}%
17 {\leftmark}}{\leftmark}{\firstleftmark~--~\leftmark}}%
18 %\fancyfoot{} % clear all footer fields
19 }

```

For debugging purposes, the reference ids of each section or reference can be printed (using the `debug` option). This command should only be used internally, `\gbdebugx` for section headers, printing the reference id in the margin and `\gbdebug` for all other places.

```

20 \newcommand{\gbdebug}[1]{\protect{\ifthenelse{\boolean{@debug}}%
21 {\texttt{\scriptsize(#1)}}{\relax}}}
22 \newcommand{\gbdebugx}[1]{\protect{\ifthenelse{\boolean{@debug}}%
23 {\marginpar{\texttt{\scriptsize(#1)}}}{\relax}}}

```

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

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

```

24 \RequirePackage{titlesec}
25 \titleformat{\section}[block]{%
26 \centering\bfseries}{\fbox{\thesection}}{1em}{\relax}
27 \newcommand{\gbsection}[1]{\section{\label{#1}}\gbdebugx{#1}}

```

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

```

28 \newcommand{\gbturntext}{turn~to~}
29 \newcommand{\gbturn}[1]{\gbturntext{\bfseries\ref{#1}}\gbdebug{#1}}\fbox

```

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

```

30 \newenvironment{gbtabbing}
31 {\setlength{\topsep}{0pt}%
32 \setlength{\tabbingsep}{0pt}%
33 \setlength{\partopsep}{0pt}%
34 \tabbing}%
35 {\endtabbing}

```

```

36
37 \newcommand{\gbvillain}[5]{%
38 \hfill\begin{gbsubtable}[5]{%
39 \hspace{\parindent}\= Sehr sehr langer Name %
40 \= Sehr langer Skill + Wert \= Sehr langer Skill + Wert \kill%
41 \> \textsc{#1} \> #2~#3 \> #4~#5 \\%
42 \end{gbsubtable}}%
43 }%

```

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

```

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

```

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

```

49 \ifthenelse{\boolean{@drafting}}{%
50   \RequirePackage{draftwatermark}%
51   \SetWatermarkLightness{0.9}
52   \SetWatermarkScale{.5}
53   % \SetWatermarkText{\today\ at \thistime}
54   \SetWatermarkText{Draft}
55   \RequirePackage{scrttime} % time access
56   \PassOptionsToPackage{draft}{prelim2e}
57   \RequirePackage{prelim2e}
58   \renewcommand{\PrelimWords}{\relax}
59   \renewcommand{\PrelimText}%
60   {\footnotesize[\,\today\ at \thistime\,]}\relax

```

That's all, folks.

## Change History

v1.0  
 General: Initial version . . . . . 1