

# Gamebook

Squiffy-Software generates HTML

Examples:

<http://www.exabit.ch/time>

<http://www.exabit.ch/care>


Save Run Restart

Settings Download Preview Public

(Default) (Default)

```
10
11 [[initial situation]]:
12
13     var jname = prompt("Please enter your Name", "Peter");
14     set ("sname", jname);
15
16 Hi {sname}, your goal is to start your job as babysitter at 2 o'clock pm and successfully
17 survive till 4!<br>
18 
19 <br><br>
20 You are invited by your neighbours for babysitting. You are in their house with three
21 girls and a boy, each 5 years old. It's 2 o'clock and their parents have just left the
22 house. Just a few moments after, the kids have already seen the nice birthday cake on the
23 table in the middle of the kitchen and they are right on their way to catch it.
24 <br><br>
25 * [[go ahead]](start element 1)
26
27 [[start element 1]]:
28 @inc LoopCounter 1
29 It is now {StoryTime} o'clock pm
30
31 {if LoopCounter=1:
32
33 Write your Challenge 1a text here ...
34
35 }
36 {else:
37
38 Write your Challenge 1b text here ...
39
40 }
41
42 * [[write your Decision 1 text here ...]](D1)<br>
43
44 * [[write your Decision 2 text here ...]](D2)<br>
45
46 * [[write your Decision 3 text here ...]](D3)<br>
47
48 [[D1]]:
49 @inc StoryTime 1
50
```

Help Tools Output



You are invited by your neighbours for babysitting. You are in their house with three girls and a boy, each 5 years old. It's 2 o'clock and their parents have just left the house. Just a few moments after, the kids have already seen the nice birthday cake on the table in the middle of the kitchen and they are right on their way to catch it.

- go ahead

---

It is now 2 o'clock pm

Write your Challenge 1a text here ...

- [write your Decision 1 text here ...](#)
- [write your Decision 2 text here ...](#)
- [write your Decision 3 text here ...](#)

Edit-Window

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choose :  
Run or Preview