

Thousand Year Old Vampire

The iGM4U Helper Screen

Introduction

Thousand Year Old Vampire is an excellent RPG / Journalling Experience created by Tim Hutchings.

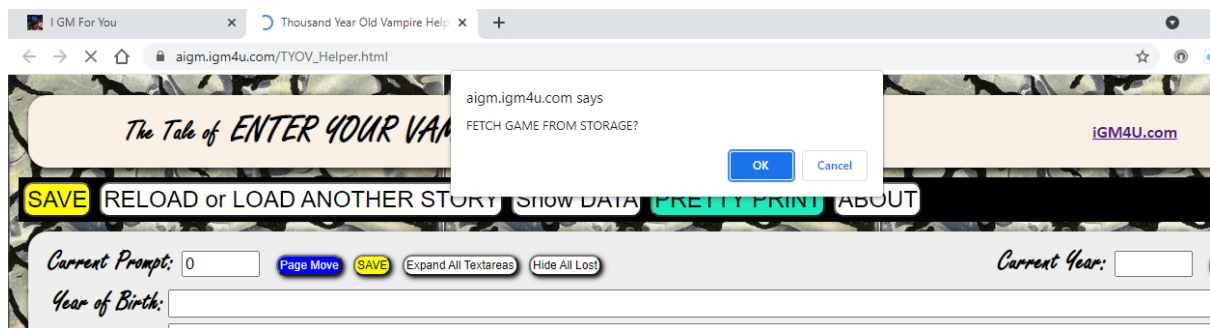
You can find all the details at <https://thousandyearoldvampire.com/>

As you roll dice and progress through the Prompts you accrue Memories, Skills, Resources and Marks and meet (and probably forget) Characters as you play through your long Vampire life.

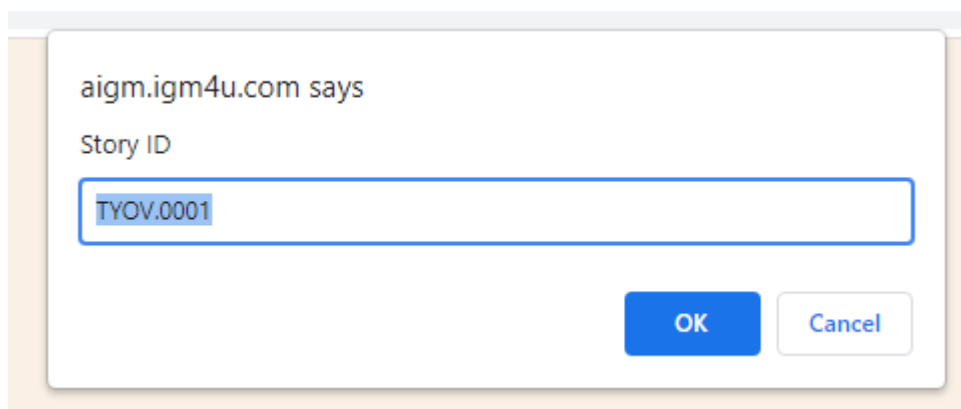
The iGM4U Helper Screen at https://aigm.igm4u.com/TYOV_Helper.html is designed to help you keep track of all the elements of your Vampire's story.

Please don't type any # symbols or | (pipe) symbols in any of the sections. These are being used internally in the DATA for purposes of storing the unlimited number of Memories, Skills etc.

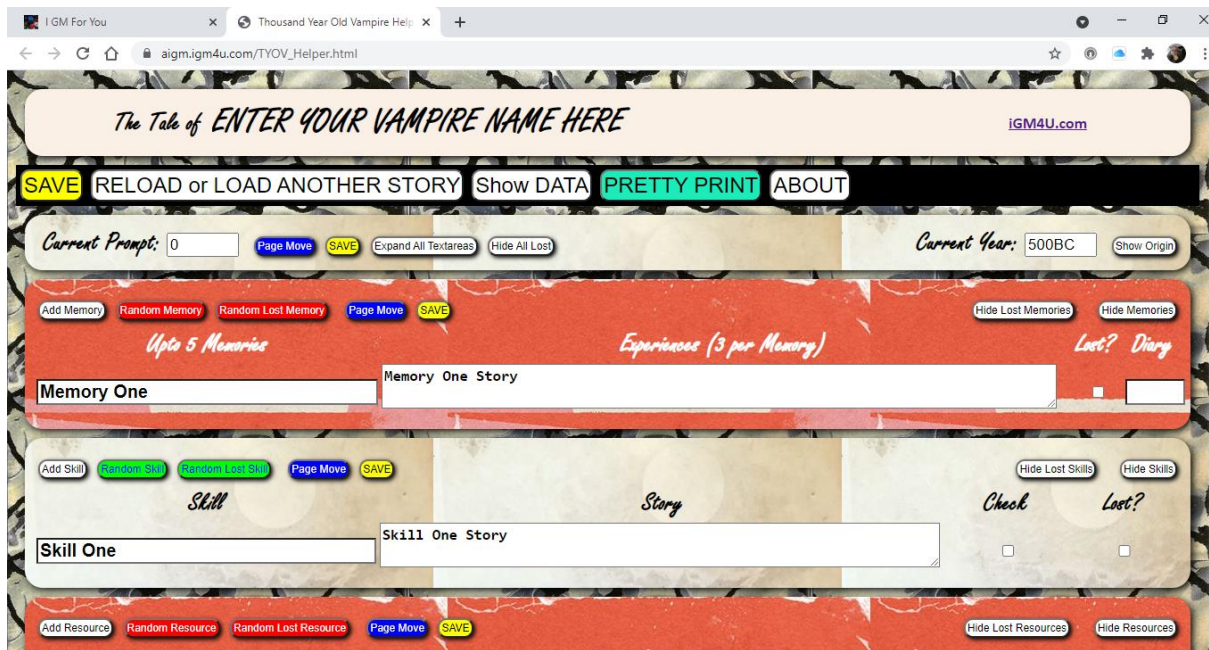
When you first visit the web page it will ask if you want to "Fetch Game from Storage?" ie. load an existing game.



If you click "OK" it will ask you for a Story ID because you can save multiple different stories if you want to. It provides a default Story ID, but you are free to name it after the Vampire if you prefer.



If you say no or if it can't find the Story ID you give it, it will present the page with a few elements defaulted.

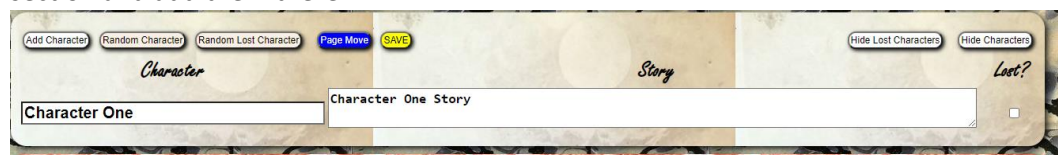


If you scroll down there are other sections too, but don't be put off by how much there is. It's all there to help and you only have to focus on one part at a time.

1. Enter your Vampire's Name (1) at the top of the screen.
2. Follow all the instructions in "Thousand Year Old Vampire" to create your protagonist...
 - a. Start by filling in one MEMORY including Name, Origin, Year of Birth (2). This goes into "Memory One" I usually put some sort of Memory Name such as "Early Years" (3) and then write the First EXPERIENCE (4) in the box next to it. I usually number the Experiences so you can track that each Memory can only hold 3 Experiences.

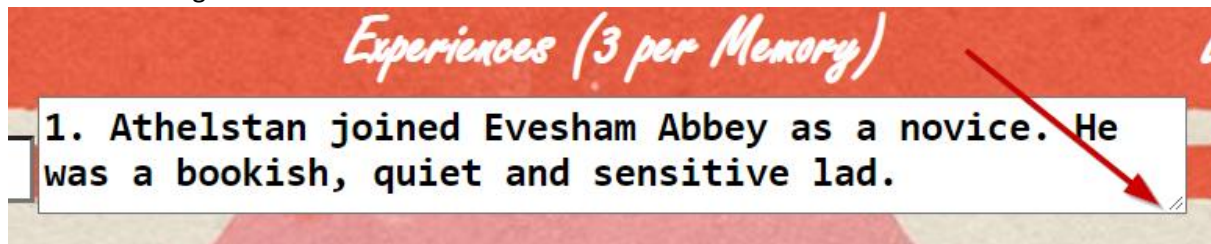


- b. When the rules ask you to create three MORTALS, scroll down to the Characters section and add them there.



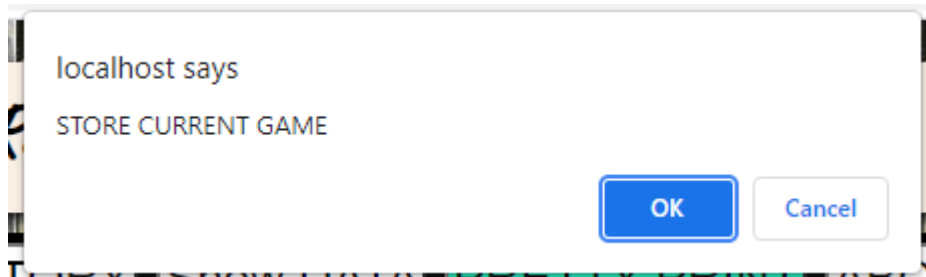
- c. When adding Characters, I usually write IMMORTAL at the front of their name (1) if they are known to be IMMORTAL and just their name if they are ephemeral humans. I typically write a very brief summary of who they are in the Character Story box (2),. Click the button "Add Character" (3) to add another character.

- d. The other sections are all very similar.
3. When you lose a Memory, click the Lost checkbox and it will become greyed-out.
4. When you are asked for a Random Memory, click the "Random Memory" button and it will select one of the un-lost Memories.
5. There are buttons to HIDE the Lost items too.
6. As you type into the Story fields, they can be manually stretched to fit by dragging the little Handle at the bottom right corner.

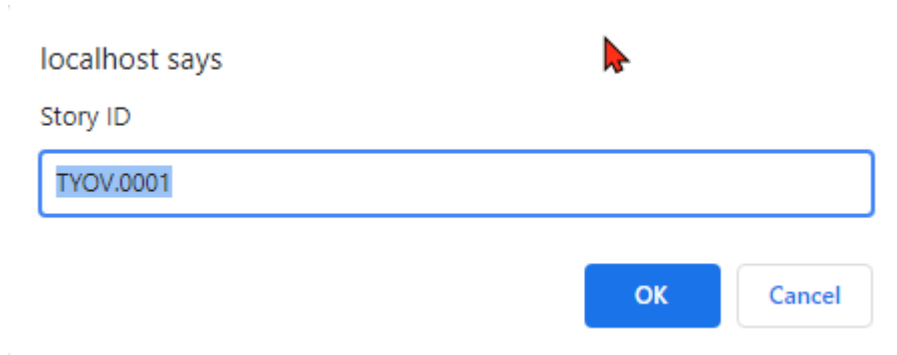


If your browser/Device combination doesn't support this, you can use the button near the top to "Expand All Textareas" and this will auto-fit the boxes to the text they contain. Here's an example from further on in Athelstan's story with the textareas already expanded...

- a. The orange sections above show Memories he has put into a Diary. The Number of the Diary is written in the box on the far right.
7. When you want to SAVE, you can click any of the yellow SAVE buttons. I put them everywhere so you wouldn't forget to SAVE!



- a.
- b. Click OK and it will ask you for the Story ID (it remembers the Story ID it loaded, so you will rarely need to change it).



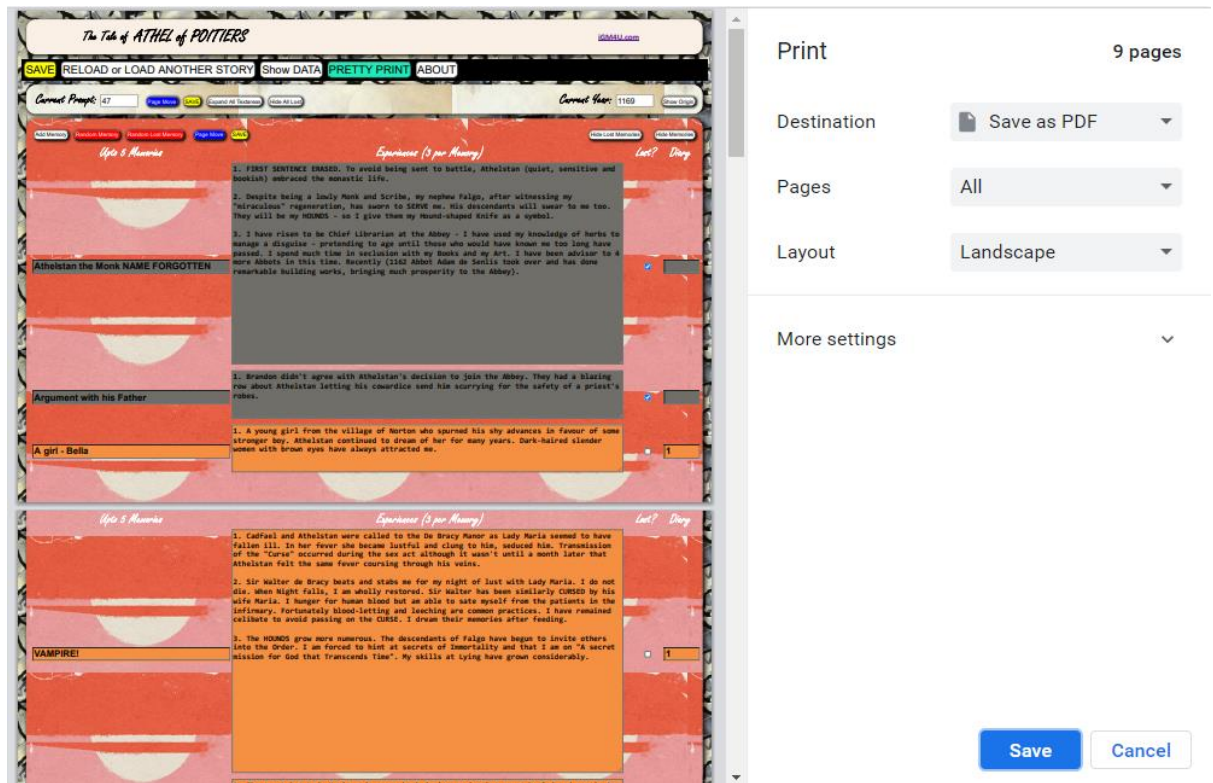
- c.
 - d. Click OK and your entire Story, with all its Text, will be stored away until next time.
8. A note about where and how the Data is stored...

- a. It is stored in the localStorage of your Browser. It isn't stored on my website and isn't stored anywhere else. If you use a different Browser or a different Device, the Story will not be there.
- b. If you want to see what your Story Data looks like, AFTER SAVING, you can click the "Show Data" button. It will reload the data and show it in a box at the top.

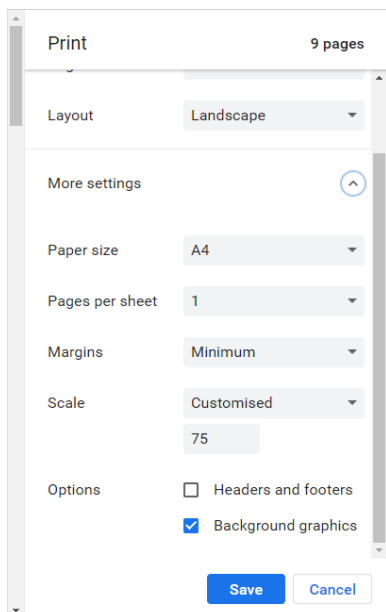


- c.
 - d. You can copy this DATA into your clipboard and then paste it into a Text File on your PC to make a backup copy. If you transfer the file to another Device, you can even continue your story on another Device or in a different browser by getting this DATA Box to show and then pasting your saved Data directly into it and clicking "Store DATA".
9. "PRETTY PRINT" when you have finished your Story, or if you want to share it with others, you can use the PRETTY PRINT button.
 - a. This will ensure that all the Textareas are temporarily made larger - large enough to show their contents when printed - and then it should open the Printer Dialog.
 - b. The printer options are somewhat dependent on the Device and the Browser, but certainly on my system...
 - i. I get the option to choose a PDF file instead of actually printing.
 - ii. I can also choose whether to include the colourful backgrounds or not
 - iii. I can also choose whether to include Headers and Footers (these just show the web page address so I'd probably turn those off).

- c. When it finishes Printing, it should return the Textareas to the right size to show their contents on screen.



The rest of the Settings are hidden under the "More Settings" option on the right-hand side...



Background Graphics tells it to include the colourful section backgrounds, otherwise it is all black or grey text on white backgrounds.

