



Pendragon is inkle's [upcoming narrative strategy game](#), set in AD 673, between the fall of Camelot and the final battle at Camlann.

SUBMISSIONS ARE NOW CLOSED.

THANK YOU TO EVERYONE WHO ENTERED!

What we're looking for

We're looking for submissions of 500-or-so-word lightly interactive "campfire tales", for the characters to relate to each other as they settle down for a night under the stars, in the ruins of a castle, or beside a trickling brook.

The stories they tell are ghost stories, fairy stories, tall tales of magic, or the deeds of old heroes. Tonally, we're more Ishiguro's *The Buried Giant* and Tennyson's *Idylls of the King* than T. H. White's *The Sword in the Stone* (too goofy) or Susan Cooper's *The Dark Is Rising* (too mystical). We're definitely not heroic fantasy, Tolkien or D&D. The only jokes we tell are bawdy ones.

Tales should be written as dialogue between two characters, the first telling the story, and the second butting in with the occasional dialogue choice to pace the flow.

You can play an example story here:

<https://assets.inklestudios.com/file/inkle-assets/PendragonCampfireExample/index.html>

... and read the ink for it here:

https://assets.inklestudios.com/file/inkle-assets/PendragonCampfireExample/example_story.ink

How to submit

We'd like to make submissions as open as possible, with a few caveats:

- Submissions *must* be in ink, following the template laid out in the file linked above. Word docs, twine games, etc will be deleted unread.
- Submissions must be technically simple. Use what's in the template, but please don't write any clever logic. This is about the words.
- **We can only pay for work we use** (£40), so please don't spend too long on your submission. (We suggest about an hour's work?)
- Word count is hard to judge in interactive stories! 500 is a rough count, based on our example. A better count might be "number of lines of dialogue", and suggest 20-40 lines in a complete playthrough of the scene.
- The deadline for submissions is **May 5th**.
- Please name your ink file "YourName_StoryTitle.ink".
- If you want to send us something, please send the ink file as an attachment to **info@inklestudios.com**, with the subject line "**Pendragon Campfire Stories**".

The small print

If we use a story, we'll pay £40 or equivalent for the right to use it in the game, in perpetuity, with no other royalties due. We reserve the right to then *not* use it (things change sometimes!); or to edit it, embellish it, and otherwise squodge it into shape to use in the game.

We'll include your name in the final credits, attributed to your story, and provide you with a copy of the game at release.

Submitted stories must be your own, original work, and not copied or plagiarized from anyone else. Legends can be adapted, original stories can't.

Outside of the usage in *Pendragon*, the story remains otherwise your property, to reuse, develop, turn into a film, or whatever, for yourself, and we won't release, reprint, or expand upon entries outside of *Pendragon* ourselves. You can release the story for yourself before *Pendragon* comes out, if you like, so long as it does not stop us using it ourselves. Please note, there may be coincidences between material submitted and material already in the game; you'll have to take our word for it should any of those arise.

Our decision about whether or not to use a story is final; we won't be doing rewrite rounds - but if a story isn't quite there, we might punch it up ourselves (if that sounds unbearable, don't apply.)

FAQ

- **I've got an idea, but I'm not sure it's right for the game**
 - We'd love to offer specific feedback on ideas, but we probably don't have time and we wouldn't want people to spend too long on ideas that might not get used. Read over the example to try and get a sense of what might sit alongside that story.
- **What character voice should I be writing in?**
 - Any character in the game (and there are a lot of them) might tell any story, or the selection can be more specific, depending on the content (so a story might only be told by a magician, or a knight, or a villager...) Don't worry about the logic for that; we'll figure it out as part of getting the story into the game. See the example for, well, an example of the basic tone. (Note, there is some functionality in the ink template for line-by-line tweaks per character, but we'd advise using it sparingly.)
- **Can I use inline conditionals in the ink, or are you localising?**
 - Excellent question. Please keep things simple/readable, but inline conditions are okay.
- **What's the age rating of this?**
 - Nothing too gory or pornographic please, we're a PG-12. No one in *Pendragon* swears heavily; they say "bugger" and "curses" and, very occasionally, "bastard". Hateful content will be discarded with extreme prejudice.
- **I'd love to write something, but I don't know how to use ink**
 - Apologies, but then this isn't the opportunity for you!
- **I've got a clever idea but it might not be possible in ink without a C# backend...**
 - See previous answer.
- **I know and deeply love Arthurian myth, and I cannot just make something up it would be wrong**
 - If you want to retell a classic legend, that's okay, but you've got 500 words and the closer you get to "our characters", the more likely you are to misjudge. So be warned.

- **Can I submit multiple entries?**
 - Yes, all right then. But if we didn't like the first couple we might stop reading them, so probably best limit yourself to three.
- **I want to write something that's a little longer than 500 words, especially taking into account choices**
 - Go ahead! But keep it pacy, and please remember that the amount we intend to pay is fixed; and we don't want these scenes to go on too long.
- **I want to write something truly epic**
 - Go ahead, but please don't send it to us.
- **I've never heard of King Arthur**
 - We feel sorry for you.
- **I've never heard of *Pendragon***
 - This is frustrating to us, but okay.
- **I've never heard of inkle**
 - Hi!
- **I don't want to spend my time writing a story that won't get used!!!**
 - That's understandable. We want to make this space available to people outside the usual boundaries of games writing, but we also have a finite budget and not all submissions will be right for the game. If you think there's a better way for us to go about this, please let us know. But please, please, don't put more work into than you feel comfortable doing. (And, if possible, have fun?) It may help to know this is a small edge-piece of a complex game and not a cornerstone of the game's content.
- **We're friends in real life and I'll be cross if you don't use my story**
 - We're afraid of this possibility, to be honest, but hopefully you're as professional about this kind of thing as we are. Also, we bet your story will be amazing.
- **I've read this over and I seriously think you've made a mistake in one of your terms**
 - Please let us know by email.

Other Questions?

If you've got any questions, please drop us an email at info@inklestudios.com, or contact us via Twitter ([@inklestudios](https://twitter.com/inklestudios)). We can't promise to be very efficient at replying, but we'll try.