

The Game Narrative Kaleidoscope

Title: The Game Narrative Kaleidoscope

Author(s): Jon Ingold et al.

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Abstract: THE GAME NARRATIVE KALEIDOSCOPE collates articles from over a hundred writers, in one 400-page book.

There are articles on every topic: branching narrative and linear storytelling; worldbuilding and mystery; dialogue writing and silence; surviving in large studios and how to start small.

With contributions from the writers behind some of the world's most successful titles - such as *Prince of Persia*, *Control*, *Assassin's Creed*, *Call of Duty* and *Baldur's Gate 3* - alongside indie and upcoming writers, this collection aims to capture the full breadth and complexity of this artistic medium.

Packed with practical advice, inspiration, deep truths and simmering disagreements, every turn of the Kaleidoscope reveals a new perspective. And at the bottom of each article, there are links to follow-up articles, extending on the existing theme - or arguing the opposite. There is no one right way to read this book, any more than there is a right way to write: it's there to be explored.