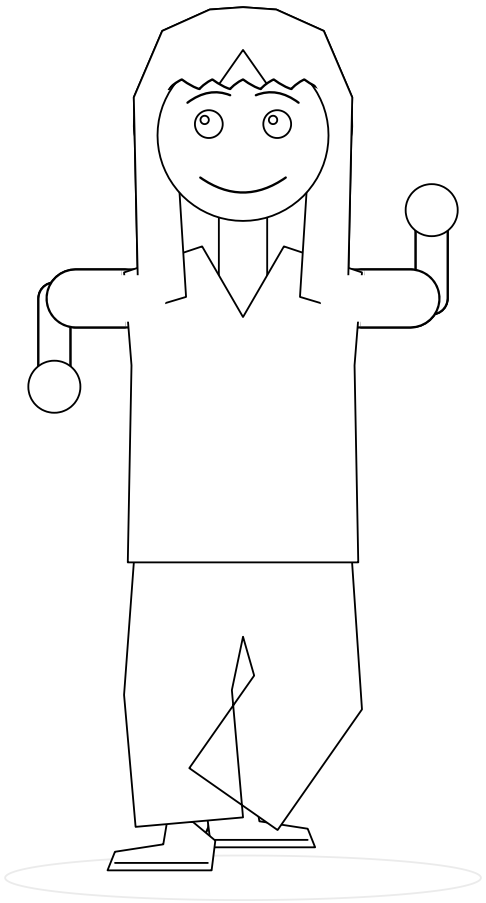
8 COLOR ME: YOUR FRIEND, DANCING

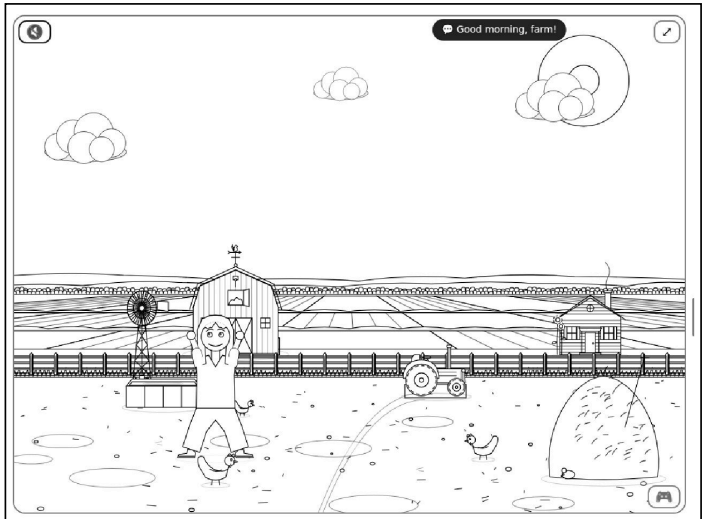


From Messed Up Dress Up. Color it in however you like!

KIDS' CHOICE GAMES PRESENTS

STORY SCRIPTS DIRECTOR'S GUIDE

for MESSED UP DRESS UP · the 🎬 story box and 🚶 paths · version 0.0.424

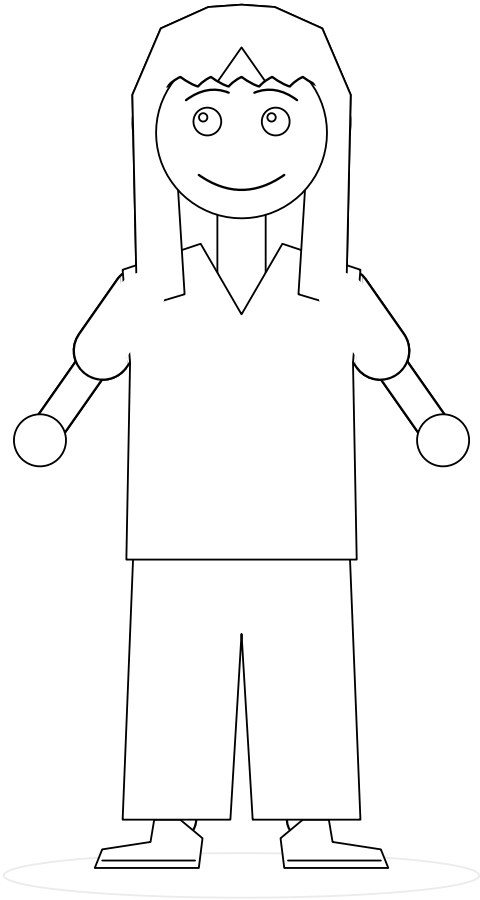


Your friend, dancing in the farm yard, because the story said so.

Matthew, 2026-10-24: “a new Zine and manual report --- for the kids to understand the story-script language, with examples, and more coloring pages.”

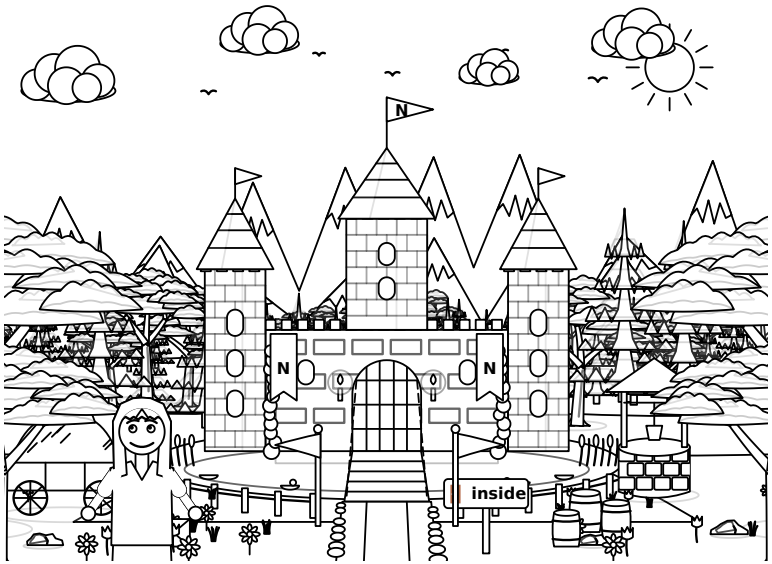
1 · YOU ARE THE DIRECTOR
2 · WHERE THE STORY BOX IS
3 · THE SEVEN STEPS
4 · WHERE IS 30? WHERE IS 60?
5 · YOUR FIRST STORY
6 · PULLING LEVERS
7 · AGAIN AND AGAIN: LOOP
8 · EVERYONE CAN WALK 🚶
9 · OOPS! A WRONG LINE
10 · STORIES TO TRY
11 · THE QUICK CARD
12 · ABOUT THIS GUIDE
13 · PRINT IT: THE ZINE (PDF) 🖨️

7 COLOR ME: YOUR FRIEND



From Messed Up Dress Up. Color it in however you like!

6 COLOR ME: THE CASTLE



From Messed Up Dress Up. Color it in however you like!

1 YOU ARE THE DIRECTOR

In a film, the **director** tells the actors what to do: walk over there, turn around, say your line, dance! In Messed Up Dress Up, **you** are the director, and your friend is the actor.

You write what happens as a **story script**: a list of steps, **one step on each line**. Your friend does them in order, from the top line to the bottom line.

```
walk 30 60
say Hello!
pose dance
```

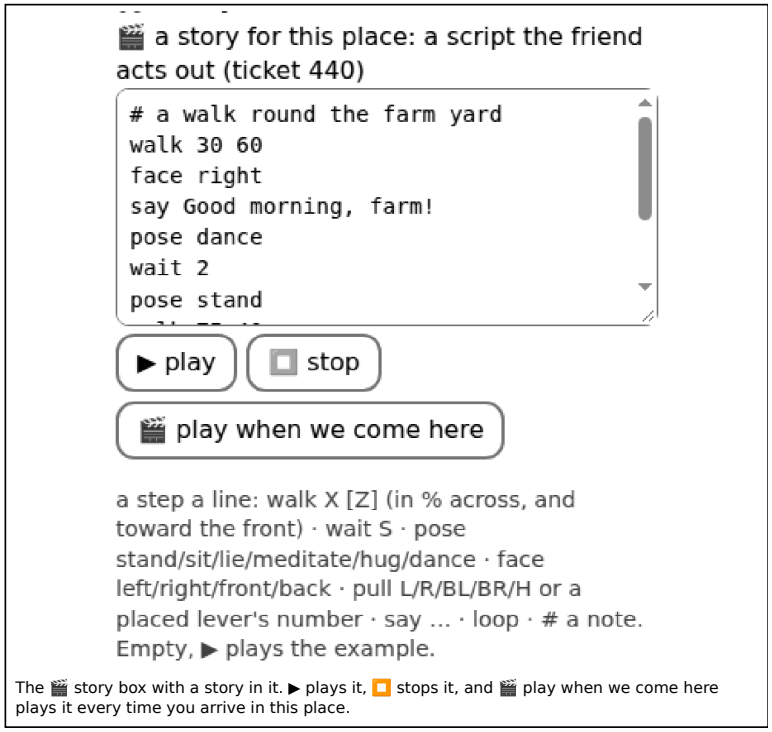
This story has three steps. Your friend walks, says “Hello!”, and dances. That's it! You just wrote your first story.

GOOD TO KNOW

Each place has its own story. The farm yard can have one story, the castle another, and the tree house another.

2 WHERE THE STORY BOX IS

1. Open the side panel and choose the (Background) tab.
2. Find the 🎬 **a story for this place** box.
3. Write your steps in it, one on each line.
4. Press (▶ play). Your friend acts it out!

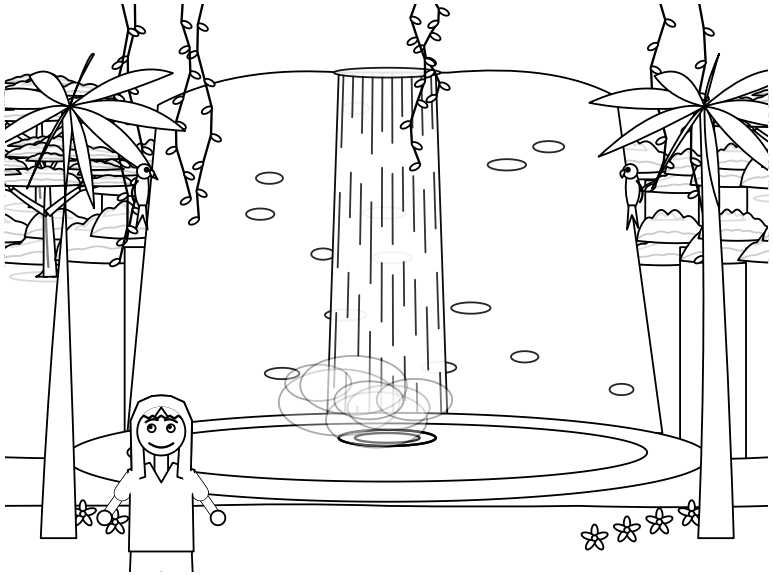


The 🎬 story box with a story in it. ▶ plays it, ⏹ stops it, and 🎬 play when we come here plays it every time you arrive in this place.

Three buttons:

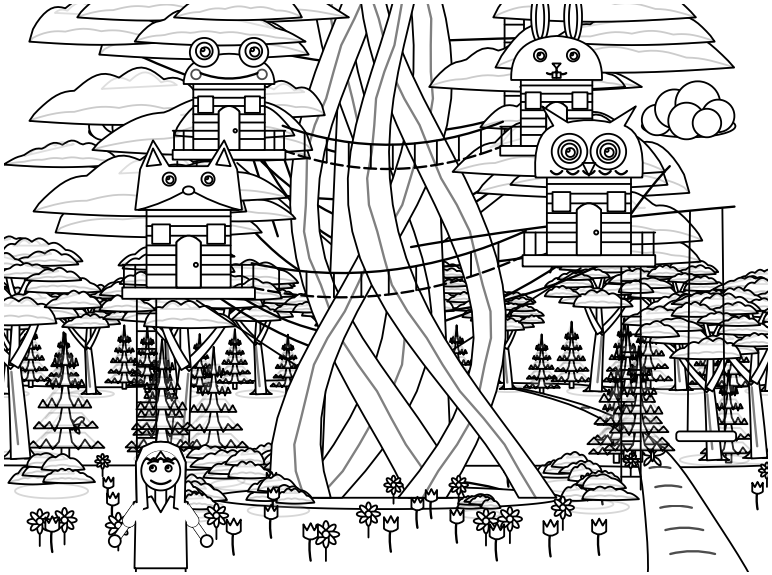
- (▶ play) starts the story from the top. If the box is empty, it plays an example story.
- (⏹ stop) stops it.
- (🎬 play when we come here): when it is on, the story starts by itself every time you come into this place.

5 COLOR ME: THE JUNGLE WATERFALL



From Messed Up Dress Up. Color it in however you like!

4 COLOR ME: THE TREE HOUSE



From Messed Up Dress Up. Color it in however you like!

YOU CAN ALWAYS TAKE OVER

Click or tap in the picture, or press a key, and the story stops so you can play yourself.

3 THE SEVEN STEPS

A story knows seven steps. Each line starts with one of these words:

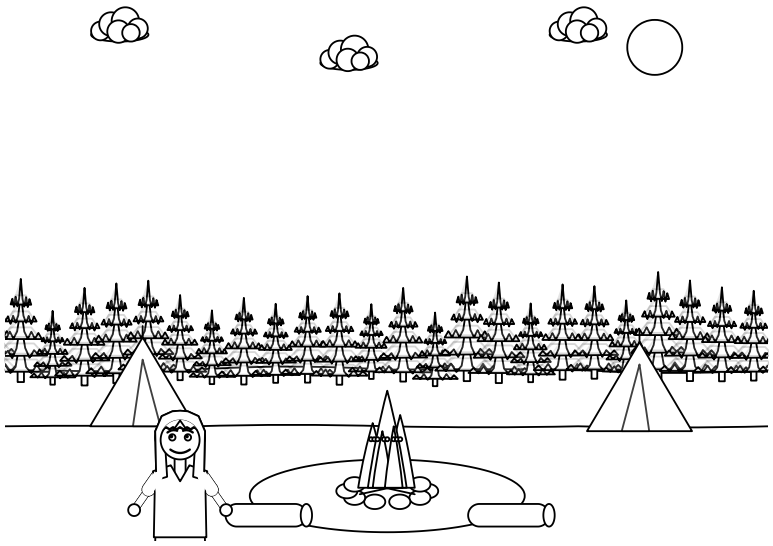
step	what your friend does	try it
`walk`	walks to a spot in the picture (chapter 4 says how spots work)	`walk 30 60`
`wait`	waits, a number of seconds	`wait 2`
`pose`	stands, sits, lies down, meditates, hugs, or dances	`pose dance`
`face`	turns to look left, right, front (at you), or back	`face right`
`pull`	walks to a lever and pulls it	`pull L`
`say`	says some words, shown over the picture	`say Hello!`
`loop`	goes back to the top and does it all again	`loop`

The poses are: `stand`, `sit`, `lie`, `meditate`, `hug` and `dance`. Each dance is a surprise: your friend picks a different one every time.

A line that starts with `#` is a **note** for you. Your friend skips it.

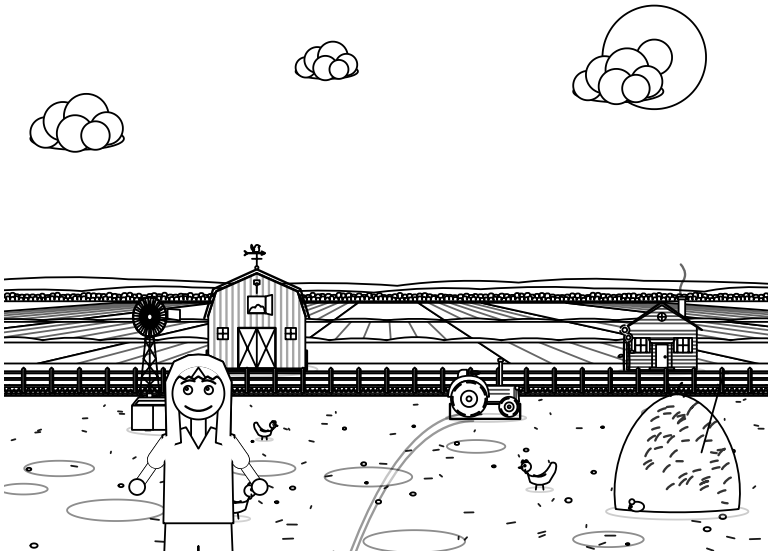
```
# this is a note: my friend does not read it
say Hi!
```


3 COLOR ME: THE CAMP SITE



From Messed Up Dress Up. Color it in however you like!

2 COLOR ME: THE FARM YARD



From Messed Up Dress Up. Color it in however you like!

4 WHERE IS 30? WHERE IS 60?

`walk` takes two numbers. The **first** says how far **across** the picture: 0 is the left edge, 50 the middle, 100 the right edge. The **second** says how far **toward you**: 0 is far away at the back, 100 is right at the front.

25
50
75
back: 0
front: 100
walk 30 60
walk 75 40
walk 10 100

You can leave out the second number: `walk 80` walks to 80 across and stays just as near or far as before.

TRY THIS

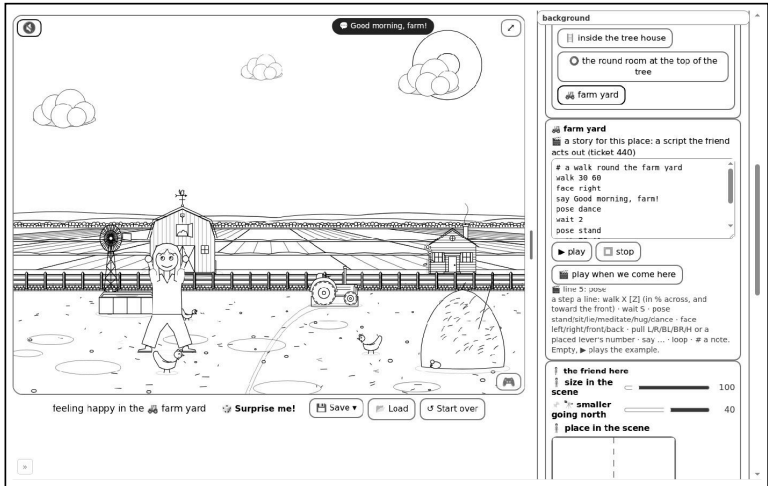
`walk 0`, then `walk 100`. Your friend walks all the way across.

5 YOUR FIRST STORY

Go to the farm yard and type this story in the box:

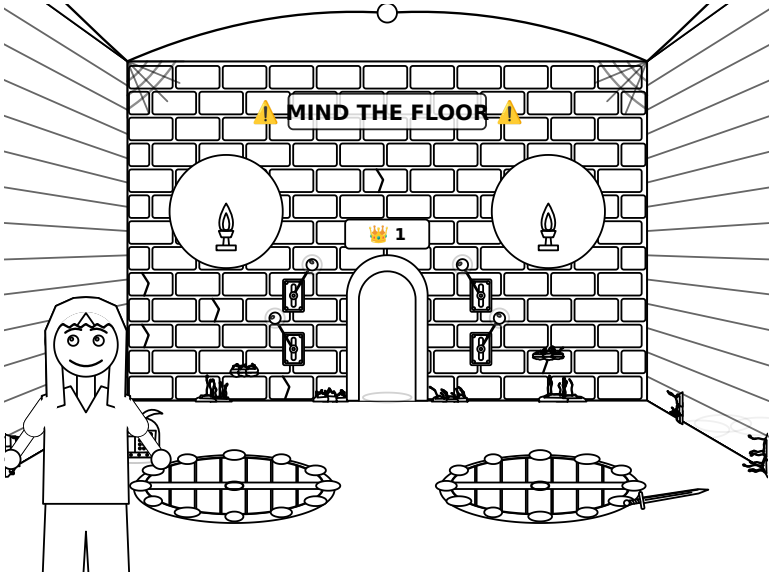
```
# a walk round the farm yard
walk 30 60
face right
say Good morning, farm!
pose dance
wait 2
pose stand
walk 75 40
face front
say Time for a rest.
pose sit
```

Press (▶ play). Your friend walks out, turns, says good morning, dances, walks to the back, and sits down for a rest.



"say Good morning, farm!": the words show at the top of the picture, and the story box says which line is playing.

1 COLOR ME: THE TRAP ROOM

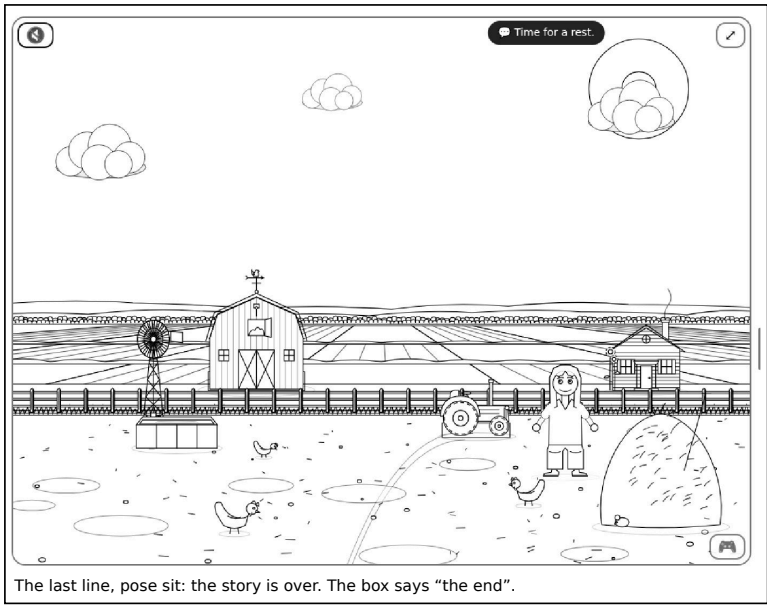


From Messed Up Dress Up. Color it in however you like!

12 ABOUT THIS GUIDE

Every picture is of **Messed Up Dress Up 0.0.424**, as released, taken by `tools/checks/storyguide600.mjs` (kids-choice-games) on GitHub's computers, run 40106740621. The coloring pages at the end of the zine are the game's own drawings, with every color taken out.

The story box is `^ticket(440)`, the walking paths `^ticket(599)`. Made with M and N, who will be reading it, and coloring it.



The last line, pose sit: the story is over. The box says “the end”.

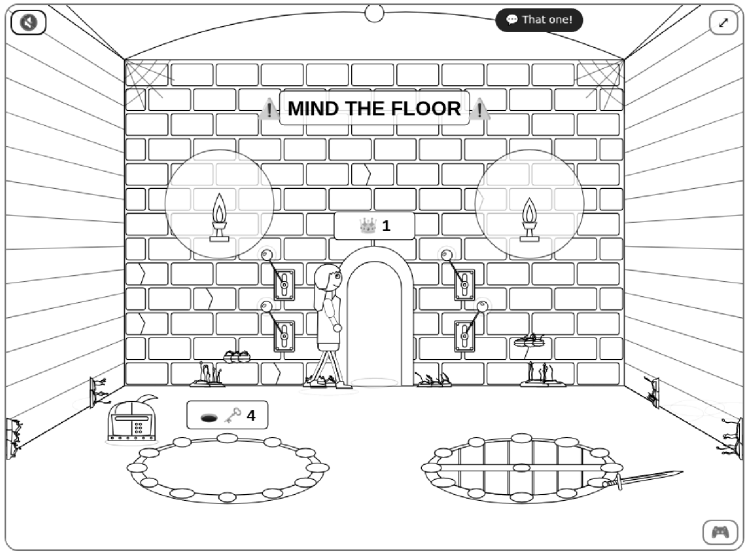
Change one line and play it again. Make your friend say something else. Make them dance twice. It's your story!

6 PULLING LEVERS

`pull` makes your friend walk to a lever and pull it, just like when you click a lever yourself.

- In the castle's trap room: `pull L` and `pull R` for the red levers, `pull BL` and `pull BR` for the blue ones.
- In a tree room: `pull H` for the trap door's lever.
- Levers you put in a place yourself have numbers: `pull 1` is the first one, `pull 2` the second.

```
walk 25 55
say Which lever opens the pit?
pull L
wait 1
face front
say That one!
```



pull L: the friend walked to the left red lever and pulled it.

11 THE QUICK CARD

`walk X Z`: to X across (0–100), Z toward you (0–100)

`wait S`: S seconds

`pose …`: stand, sit, lie, meditate, hug, dance

`face …`: left, right, front, back

`pull …`: L, R, BL, BR, H, or a lever's number

`say …`: words over the picture

`loop`: back to the top

`# …`: a note, skipped

▶ play · ⏹ stop · 🎬 play when we come here

🚶 paths: walk, wait, pose, face; always loop

Which lever? (in the trap room)

```
say Let's try them all!
pull L
wait 2
pull R
wait 2
pull L
pull R
say Back the way they were.
```

MAKE YOUR OWN

Mix the steps any way you like. Short stories are great. Long stories are great. Silly stories are the best.

CAREFUL

A pit that opens under your friend is a pit they fall into. That can be the story, too!

7 AGAIN AND AGAIN: LOOP

Put `loop` at the end and the story starts over from the top, forever, until you press ◻ **stop** or take over.

```
# the castle guard
walk 20 50
face right
wait 2
walk 80 50
face left
wait 2
loop
```


10 STORIES TO TRY

The dance party

```
say Party time!
pose dance
wait 2
pose dance
wait 2
pose dance
wait 2
loop
```

Hide and seek

```
say I'll count to three!
face back
wait 3
face front
say Ready or not!
walk 10 40
walk 90 40
say Where are you?
```

The lazy day

```
walk 50 80
pose lie
wait 5
pose sit
say What a nice nap.
```

Goodnight

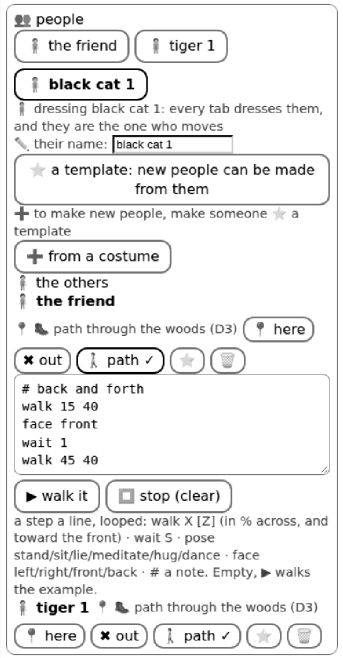
```
walk 40 50
face front
say Goodnight, everyone!
pose meditate
```

- **A missing number**, like `walk` on its own or `wait` with no seconds: add the number.
- **A pose it doesn't know**, like `pose jump`: use stand, sit, lie, meditate, hug or dance.
- **A lever that isn't here**, like `pull L` in the farm yard: go to the trap room, or pull a lever you placed.
- **It stopped by itself?** Maybe you clicked the picture. Press ▶ **play** again.

8 EVERYONE CAN WALK 🚶

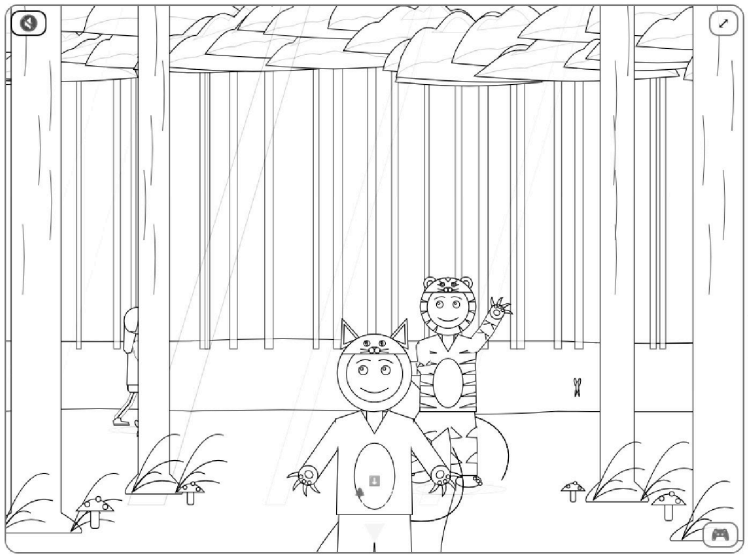
Your friend isn't the only one who can move. The other people you made in the 👥 **People** tab can walk too, each on their own **path**.

1. Put a person in a place with 📍 **here**.
2. Press 🚶 **path** next to their name.
3. Write their path in the box, with the same steps as a story: `walk`, `wait`, `pose`, `face`.
4. Press ▶ **walk it**.



👥 People: a person's 🚶 path box, open under their name.

A path always goes round and round: when it gets to the end, it starts again by itself.



Two people walking their own paths while your friend stands still.

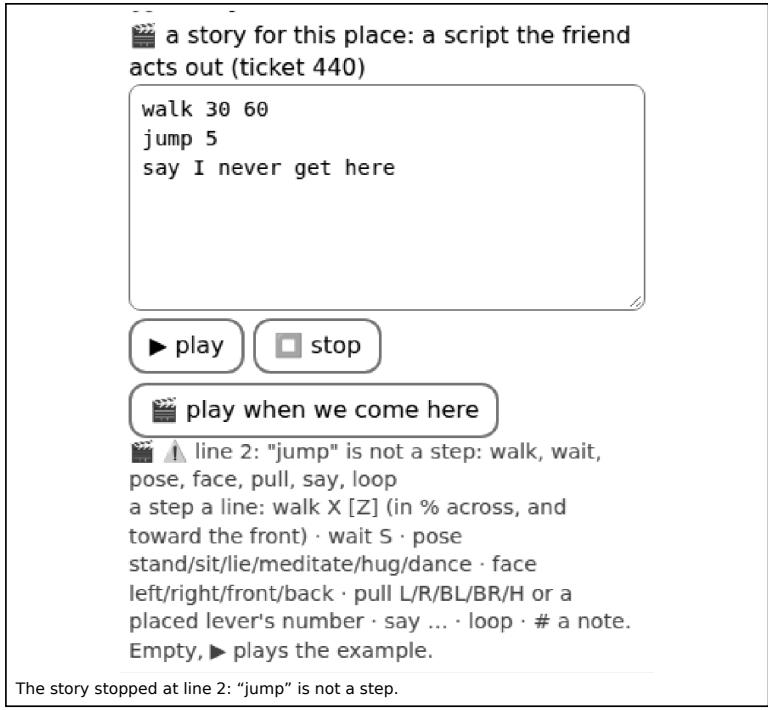
GOOD TO KNOW

People on paths can't say things or pull levers. Only your friend's story can do that.

9 OOPS! A WRONG LINE

If a line has a word the story doesn't know, the story stops at that line and tells you which line it is, and what it can do instead.

```
walk 30 60
jump 5
say I never get here
```



The story stopped at line 2: “jump” is not a step.

The story box said: 🎬 ⚠️ **line 2: "jump" is not a step: walk, wait, pose, face, pull, say, loop**

Things that go wrong, and how to fix them:

- **A spelling slip**, like `wlak`: fix the word.