



**Sir MarmaladeMcWhiskers
Guardian of the Biscuit Tin**

**Elsa & Hamish and their Edinburgh adventure
Rewritten by 4 Literary Legends**

Here is an example of creating a cat character and Poem

Starter Prompt: How can I write a small 2 page lighthearted story about a funny or memorable family moment? What key details should I include in my prompt?

Now when you get your answer see if you can use it to formulate another **Prompt** of your own to get the extra information you would like.

Here is my example

Prompt: Can you give me three humorous names for Ginger tom cat

Result: Sure! Here are three fun and quirky names for a ginger tom cat:

1. Marmalade McWhiskers – Perfect for a cheeky orange kitty with a touch of class.
2. Cheeto Puff – For a playful cat who's as bold and bright as the snack!
3. Rusty Purrkins – A charming mix of his ginger hue and undeniable purring skills.

Let me know if you'd like more suggestions! 😊

Prompt: Can you now give me 3 Titles for story about a cat called Marmalade McWhiskers

Result: Certainly! Here are three fun and regal titles for Marmalade McWhiskers:

1. Sir Marmalade McWhiskers, Guardian of the Biscuit Tin
2. The Right Honourable Marmalade McWhiskers, Duke of the Sunlit Sofa
3. Admiral Marmalade McWhiskers, Commander of the

Litter Box Fleet Let me know if Marmalade approves!

Prompt: Can you give me an amusing 😊 cartoon quality illustrations of a ginger cat called Marmalade sitting proudly by his biscuit tin.

Result: Here's an amusing cartoon illustration of Marmalade proudly sitting next to his biscuit tin in a cosy kitchen setting. 😊

Prompt: Give me a 4 verse poem about Sir Marmalade McWhiskers, Guardian of the Biscuit Tin



Result:

**Sir Marmalade McWhiskers
Guardian of the Biscuit Tin**

**In a quaint little kitchen with sun light
a glow.**

**Lived Sir Marmalade McWhiskers,
A legend to know.**

**His ginger coat gleamed, his
whiskers stood tall.**

**The Guardian of Biscuits, the
bravest of all.**

**With eyes like twin embers, sharp
and astute.**

**He'd patrol the tin's treasure in his
ginger fur suit.**

**No crumb was too small, no snack
went unchecked.**

**For Marmalade's watchful and biscuit-
bound sect.**

**Oh, woe to the thief who dared
cross his path.**

**For Marmalade's glare held a fiery
wrath.**

He'd pounce with great vigour,
defending his loot.
A knight in soft paws and a fluffy
pursuit.

And yet, at day's end, with his
quest at its peak.
He'd curl by the tin for a well-
deserved sleep.

A hero of snacks, both cunning
and wise.
Sir Marmalade McWhiskers, the
feline we prize.

Now you create your own fun character and Poem:

Prompt: How can I write a fun 5 verse poem about a member of my family.
What key details should I include in my prompt?

ChatGPT reply:

To write a fun five-verse poem about a member of your family, your prompt should include the following key details:

1. Who the Poem is About

- Name or relationship (e.g., "my brother Stuart," "my wife Alison")
- A defining characteristic (e.g., "always cracking jokes," "loves adventure")

2. Personality and Traits

- Are they funny, kind, mischievous, or wise?
- Any quirks? (e.g., "talks to plants," "snores like a chainsaw")

3. Hobbies and Interests

- What do they love doing? (e.g., "bakes the best scones," "obsessed with classic cars")

4. A Memorable Story or Habit

- A funny or heartwarming moment (e.g., "once got lost on a hiking trip," "tried to teach the dog to dance")

5. A Playful Ending or Message

- Something that sums them up humorously or sweetly
- A lighthearted exaggeration or compliment (e.g., "King of the BBQ" or "The world's best storyteller")

Using the information from the first step, gather the key details you want to include in your prompt. Take a moment to think about what makes the person or event special—quirks, funny moments, or personal traits—and jot them down.

I recommend drafting your prompt in a word processor first. That way, you can tweak it until you're happy with it before copying and pasting it into ChatGPT.

Got a photo of the person or the hilarious moment? Try dragging it into ChatGPT! While ChatGPT-3.5 won't whip up an illustration from it, it can still add richer details to your poem or story—like a creative sidekick filling in the blanks.

Now, if you've already used up your two free images (we've all been there), you can still get creative! Just ask ChatGPT-3.5 to generate a prompt you can use in another app like DALL·E to bring your vision to life.

Using ChatGPT-4? Lucky you! You can request an illustration directly or get a custom prompt to use elsewhere.

Now you have a go:

Example Prompt:

“Write a five-verse rhyming poem about my brother James. He was born in Glasgow but grew up in Birmingham, so he's a Scotsman with a Brummy accent. He worked as a pension insurance advisor, loves travelling, and enjoys visiting grand houses. He once looked after alpacas and secretly adored it, even though he pretended he didn't. Make it fun and playful.” Can you produce an image

Use plain English. ChatGPT understand conversational language. So tell it as if you are telling a funny story to a friend.



**The poems were fun
now take it to the next level**

Fun Prompts to tell a story in four writing styles

First the characters

Prompt: Can you create a Photographic quality picture of a young girl around 15 years old dressed in a Tartan Dress, Cloak and tartan tie holding a wand with a glowing tip.

Have her standing in corridor in the depths of an ancient Castle which is lit by fiery lanterns

Prompt: Can you create a Photographic quality picture of a comical man with a beard and mischievous grin wearing a bowler hat a brown jacket, shirt and bow tie. He is a ghost so try and make his image slightly transparent so that the darkly lit Castle dungeon that he is standing in can be seen through his body.

Prompt: Write a 1000 word story of mischief and fear about Elsa, a fun loving adventurous 15-year-old witch complete with magic wand. She is dressed in tartan robes and and bonnet, and her ghostly mischievous friend Hamish who lives and haunts Edinburgh Castle dungeons. The friends enjoy setting out on adventures around Edinburgh but todays adventure is within the ancient walls of the Castle. Their adventure today is full of mischief and fear. Do the story 4 times each one using the writing styles of the following authors. Charles Dickens, Edgar Allan Poe, Arthur Conan Doyle and Lewis Carroll..

However Take Care

Writing a story *in the style of* an author, such as Stephen King or Ian Fleming, is generally not a breach of copyright protection, as long as your work is original and does not copy their specific expressions, characters, plots, or settings. Copyright protects the specific way an author expresses their ideas (like detailed characters or dialogue), but not the general style, themes, or techniques they use.

Copyright and Trademark Concerns – While writing in the style of an author is not direct plagiarism, some authors and publishers may argue that using their name for commercial gain (e.g., in marketing) could mislead readers or violate intellectual property rights.

Ethical Considerations – An author's unique writing style is their creative signature. While learning from it is fair, actively branding a work as "written in the style of" a current best-selling author could be seen as riding on their reputation.

Brand and Reputation Risks – If an AI-generated piece mimics an author's style but produces content that misrepresents their usual tone or quality, it could lead to reputational issues for you, especially if widely circulated.

AI and Literary Markets – Some high-profile authors, like those involved in lawsuits against AI companies, are particularly sensitive to AI being used in ways that resemble their work. Even if you're only experimenting, you might unintentionally draw unwanted scrutiny.

Safer Alternatives:

- Instead of naming an author, describe the style:
"Write this in the style of a witty and fast-paced detective novel with dry humour and a strong sense of place."
- Reference historical or literary movements rather than individuals:
"Write this in the style of a classic noir novel with sharp dialogue and an air of mystery."
- If necessary, use deceased authors from the public domain:
"Write this in the style of Agatha Christie, Charles Dickens, Edgar Allan Poe, Arthur Conan Doyle and Lewis Carroll."

Here's the story in the style of Charles Dickens

Charles Dickens - writing is more elaborate, descriptive, and focused on social critique, while still delivering compelling and entertaining stories.

Elsa



Hamish



Elsa and Hamish in the Dungeons of Edinburgh Castle

The venerable city of Edinburgh, with its ancient stone walls and cobbled streets, bore witness to countless tales of adventure, both past and present. Yet, few could rival the exploits of young Elsa and her ghostly companion, Hamish. Elsa, at the tender age of fifteen, was a witch of formidable talent, known throughout the city for her tartan robes and matching bonnet, which fluttered in the brisk Scottish wind. Armed with her magic wand, she embarked on adventures that filled the hearts of the townsfolk with equal measures of delight and terror.

On a mist-shrouded afternoon, Elsa and Hamish found themselves within the ancient and forbidding walls of Edinburgh Castle. The dungeons, long abandoned by the living but ever frequented by restless spirits, beckoned the pair to explore their depths. Hamish, a spirit born of mischief and endowed with an ethereal glow, hovered by Elsa's side, his laughter echoing through the cold stone corridors.

"Elsa," Hamish whispered, his voice like the rustling of dead leaves, "I sense a presence here, one that has not found peace. Shall we investigate?"

Elsa's eyes sparkled with curiosity and determination. "Indeed, Hamish. Let us uncover the secrets that lie buried within these walls."

As they ventured deeper into the dungeons, the air grew colder, and the shadows seemed to dance with a life of their own. Elsa's wand illuminated their path, casting eerie light upon the walls, revealing the faint outlines of long-forgotten carvings. The silence was broken only by the occasional drip of water and the distant echo of footsteps.

Suddenly, a blood-curdling scream pierced the darkness. Elsa and Hamish froze, their hearts pounding in unison. The scream was followed by a ghostly apparition, a woman clad in tattered rags, her eyes wide with fear.

"Help me!" she cried, her voice filled with anguish. "I am trapped here, bound by a curse. Free me, I beg of you!"

Elsa stepped forward, her wand at the ready. "Who are you, and what binds you to this place?"

The ghostly woman sobbed, her form flickering like a dying flame. "I am Lady Margaret, condemned to wander these dungeons for eternity. A cruel sorcerer cast a spell upon me, and I can find no release."

Elsa's heart ached with compassion. "Fear not, Lady Margaret. We shall break the curse and grant you the peace you seek."

With Hamish's guidance and Elsa's magical prowess, they set to work, unraveling the intricate threads of the curse that bound Lady Margaret. It was a battle of wills, as the sorcerer's dark magic resisted their efforts at every turn. But Elsa's determination and Hamish's unwavering support prevailed. With a final, triumphant wave of her wand, the curse was broken, and Lady Margaret's spirit was set free.

As Lady Margaret's form faded into the light, she whispered her gratitude. "Thank you, brave souls. You have given me the gift of freedom."

Elsa and Hamish stood in silence, their hearts filled with a profound sense of accomplishment. The dungeons, once a place of fear and despair, now felt lighter, as if the very walls had sighed in relief. They had triumphed over darkness, and their bond of friendship had grown stronger.

The adventures of Elsa and Hamish would continue, but this day, within the ancient walls of Edinburgh Castle, they had forged a new legend, one that would be remembered for generations to come.

Here's the story in the style of Edgar Allan Poe

Edgar Allan Poe's - writing is darker, more introspective, and heavily focused on the macabre and psychological.

Elsa



Hamish



Elsa and Hamish in the Dungeons of Edinburgh Castle

Amidst the mist-veiled city of Edinburgh, where shadows danced with eldritch glee, there existed a tale of unspeakable dread. Elsa, a maiden of fifteen winters, possessed powers that defied the boundaries of mortal comprehension. Clad in

her tartan robes and bonnet, she roamed the city with her spectral companion, Hamish, a ghost whose mischievous nature concealed a dark past.

Their latest sojourn led them to the hallowed halls of Edinburgh Castle, a place steeped in macabre history. The dungeons, cloaked in perpetual gloom, whispered secrets of torment and despair. Hamish, his ghostly form flickering with malevolent delight, guided Elsa through the labyrinthine corridors.

"Elsa," Hamish intoned, his voice an eerie susurration, "I feel the presence of restless souls. Their agony calls to us. Shall we venture forth?"

Elsa's eyes, gleaming with an unsettling mix of curiosity and resolve, met Hamish's spectral gaze. "Yes, Hamish. Let us uncover the horrors that lie within."

As they delved deeper into the bowels of the castle, the air grew thick with an oppressive pall, and the very stones seemed to pulse with a malevolent energy. Elsa's wand cast a pallid glow, illuminating the grotesque visages etched into the walls. The silence was punctuated by distant, mournful wails and the drip of unseen moisture.

Suddenly, a harrowing scream rent the air, a cry that echoed through the labyrinthine passageways. Elsa and Hamish halted, their hearts gripped by a palpable dread. From the shadows emerged a wraith-like figure, a woman draped in tattered garments, her eyes wide with a madness born of suffering.

"Save me!" she wailed, her voice a haunting dirge. "I am ensnared by a curse, doomed to an eternity of torment. Release me, I implore you!"

Elsa advanced, her wand trembling in her grasp. "Who are you, and what binds you to this forsaken place?"

The wraith's form flickered, her despair palpable. "I am Lady Margaret, condemned by a sorcerer's malevolence. My soul is shackled, and I can find no respite."

Elsa's heart, though burdened by fear, was moved to compassion. "We shall endeavor to free you, Lady Margaret. Your suffering shall not be in vain."

With Hamish's spectral counsel and Elsa's arcane prowess, they sought to unravel the malevolent curse. It was a battle waged in shadows, as the sorcerer's dark enchantments sought to ensnare them. Yet, Elsa's determination and Hamish's spectral resilience proved formidable. With a final, desperate incantation, the curse shattered, and Lady Margaret's spirit was released.

As Lady Margaret's essence dissipated into the ether, her voice lingered, a melancholic whisper. "Thank you, brave souls. You have granted me deliverance."

Elsa and Hamish stood in the desolate silence, their hearts heavy with the weight of their encounter. The dungeons, once a place of unfathomable horror, now seemed to exhale a sigh of relief. They had faced the abyss and emerged, their bond unbroken.

The chronicles of Elsa and Hamish would persist, but on this fateful day, within the stygian confines of Edinburgh Castle, they had inscribed a new chapter of terror and triumph, one that would resonate through the annals of time.

Here's the story in the style of Arthur Conan Doyle

Doyle's writing is focused on logical reasoning, detailed descriptions, and maintaining suspense in detective fiction.

Elsa



Hamish



Elsa and Hamish in the Dungeons of Edinburgh Castle

In the heart of Edinburgh, beneath the imposing silhouette of the castle, a tale of intrigue and adventure unfolded. Elsa, a spirited and astute young witch of fifteen, possessed a remarkable intellect and a keen sense of deduction. Dressed in her tartan robes and bonnet, she was a familiar sight in the city, often accompanied by her spectral friend, Hamish, whose mischievous nature belied a sharp mind.

One crisp afternoon, Elsa and Hamish found themselves within the venerable walls of Edinburgh Castle. The dungeons, steeped in history and mystery, beckoned to them with an irresistible allure. Hamish, his ghostly form shimmering in the dim light, floated by Elsa's side, his eyes twinkling with anticipation.

"Elsa," Hamish began, his voice carrying a hint of excitement, "I sense a mystery afoot within these ancient walls. Shall we investigate?"

Elsa's eyes sparkled with a mixture of curiosity and determination. "Indeed, Hamish. Let us uncover the secrets that lie hidden within."

As they ventured deeper into the dungeons, the air grew colder, and the flickering torchlight cast long shadows upon the walls. Elsa's wand illuminated their path, revealing the intricate carvings and inscriptions that adorned the stone. The silence was punctuated by the occasional drip of water and the distant echo of footsteps.

Suddenly, a blood-curdling scream shattered the stillness. Elsa and Hamish froze, their senses heightened. The scream was followed by the apparition of a woman, her form ethereal and her eyes filled with a profound sadness.

"Help me!" she cried, her voice trembling with fear. "I am bound by a curse, trapped within these walls for eternity. Free me, I beg of you!"

Elsa stepped forward, her wand at the ready. "Who are you, and what binds you to this place?"

The ghostly woman sobbed, her form flickering like a dying flame. "I am Lady Margaret, condemned by a sorcerer's malevolent spell. My soul is shackled, and I can find no release."

Elsa's heart ached with compassion. "Fear not, Lady Margaret. We shall break the curse and grant you the peace you seek."

With Hamish's guidance and Elsa's keen intellect, they set to work, deciphering the intricate spell that bound Lady Margaret. It was a battle of wits, as the sorcerer's dark magic sought to confound them at every turn. But Elsa's determination and Hamish's unwavering support prevailed. With a final, triumphant

Here's the story in the style of Lewis Carroll

Lewis Carroll's writing is whimsical, imaginative, and filled with playful language and fantastical elements.

Elsa



Hamish



Elsa and Hamish in the Dungeons of Edinburgh Castle

In the heart of Edinburgh, where the cobblestone streets twisted and turned like the pages of a fantastical book, there lived a spirited young witch named Elsa. At fifteen, she was a delightful concoction of curiosity and mischief, always clad in her tartan robes and bonnet. Her companion in adventure was Hamish, a ghost with a penchant for pranks, who haunted the dungeons of Edinburgh Castle.

On a particularly peculiar day, the two friends found themselves standing at the grand entrance of the castle. The air was filled with the scent of ancient stone and the echoes of long-forgotten tales. Hamish, his ghostly form shimmering with excitement, floated beside Elsa, his eyes twinkling with mischief.

"Elsa," Hamish said, his voice a playful whisper, "what say we venture into the dungeons and see what wonders await us?"

Elsa's eyes sparkled with anticipation. "Oh, Hamish, what a splendid idea! Let us descend into the depths and uncover the secrets hidden within."

As they made their way down the winding staircases and through narrow passageways, Elsa's wand cast a warm, golden glow, illuminating the path before them. The walls were adorned with peculiar carvings of fantastical creatures, each more wondrous than the last.

Suddenly, a door creaked open, revealing a room filled with a curious assortment of objects: a tea set with cups that danced on their saucers, a mirror that reflected things not quite as they were, and a clock that ticked backward. Elsa and Hamish exchanged gleeful glances, their hearts racing with delight.

"Well, well, well," Hamish chuckled, "it seems we've stumbled upon a room of marvels. What fun we shall have!"

They explored the room with abandon, each discovery more enchanting than the last. But their merriment was interrupted by a ghostly figure, a woman draped in tattered rags, her eyes wide with a mix of sorrow and hope.

"Help me!" she cried, her voice a plaintive wail. "I am trapped by a curse, bound to these dungeons for all eternity. Release me, I beg of you!"

Elsa stepped forward, her wand held high. "Who are you, and what binds you to this place?"

The ghostly woman sobbed, her form shimmering like a mirage. "I am Lady Margaret, cursed by a sorcerer's wicked spell. My soul is ensnared, and I can find no release."

Elsa's heart brimmed with compassion. "Fear not, Lady Margaret. We shall free you from this curse and grant you the peace you seek."

With Hamish's guidance and Elsa's magical prowess, they set to work, unraveling the intricate threads of the curse. The air crackled with energy as they chanted incantations and cast spells, their determination unwavering. With a final, triumphant flourish of her wand, Elsa broke the curse, and Lady Margaret's spirit was set free.

As Lady Margaret's form faded into the ether, she whispered her gratitude. "Thank you, brave souls. You have given me the gift of freedom."

Elsa and Hamish stood in the room of marvels, their hearts light with the joy of their triumph. The dungeons, once a place of shadows and sorrow, now felt like a realm of endless possibility. They had faced the unknown and emerged victorious, their bond of friendship stronger than ever.

The adventures of Elsa and Hamish would continue, each day bringing new wonders and delights. And so, within the ancient walls of Edinburgh Castle, a new tale was woven into the tapestry of time, a tale of magic, mischief, and the enduring power of friendship.

How was it done

Step-by-Step Guide: Elsa and Hamish

Introduction

This process demonstrates how creative characters and stories can emerge by using AI tools to generate visuals and narratives. We'll begin with Elsa and Hamish, showcasing how visual elements inspired their story. Then, we'll explore Lou, where the story was inspired by a limerick, followed by visuals to complement his character.

Part 1: Elsa and Hamish

Step 1: Conceptualising the Characters

- **Goal:** Combine a Harry Potter-like character with Edinburgh's rich and dark historical past.
- **Elsa:** A 15-year-old wizard in tartan robes, embodying Scottish pride and magical intrigue.
- **Hamish:** A mischievous ghost, representing the darker, mysterious side of Edinburgh's dungeons and folklore.

Step 2: Creating the Visuals First

- **Prompt for Elsa:**
"Create a photographic-quality image of a 15-year-old girl in a tartan wizard outfit, holding a magical wand. Place her in the dungeons of an ancient castle with stone walls and lit by flaming torches"
- **Prompt for Hamish:**
"Create a ghostly man with a playful expression, wearing vintage clothing, including a bowler hat. Place him in a dark, atmospheric alley or dungeon-like setting, with hints of Edinburgh's historic charm."

Step 3: Building the Story Around the Visuals

- Use the generated images to inspire a narrative.
- Develop their friendship dynamic: Elsa, brave and curious; Hamish, cheeky yet wise.
- Set the scene in Edinburgh's dungeons, weaving in its history and mythical elements.

The Prompt for the story:

Write a 1000 word story of mischief and fear about Elsa, a fun loving adventurous 15-year-old witch complete with magic wand. She is dressed in tartan robes and and bonnet, and her ghostly mischievous friend Hamish

who lives and haunts Edinburgh Castle dungeons. The friends enjoy setting out on adventures around Edinburgh but today's adventure is within the ancient walls of the Castle. Their adventure today is full of mischief and fear. Do the story 4 times each one using the writing styles of the following authors. Charles Dickens, Edgar Allan Poe, Arthur Conan Doyle and Lewis Carroll.

Now it is your turn. Write a Hilarious Family Story

Every family has at least one unforgettable character—the kind of person who always finds themselves in bizarre, funny, or downright ridiculous situations. Maybe it's Grumpy Grandad, who pretends he doesn't like anything but secretly watches soap operas. Or perhaps it's Mum, who insists she's "not competitive" but turns into an Olympic-level sprinter when there's a Black Friday sale. Or what about your naughty little brother or sister, whose mischief levels are off the charts?

How about turning one of them into the star of a funny short story? Here's how to get started:

Step 1: Pick Your Family Member

Think of someone in your family with a unique personality or a habit that makes them stand out.

Step 2: Gather the Fun Facts

- What do they do for work?
- What are their hobbies? (Are they secretly a terrible cook but won't admit it?)
- Have they ever done something adventurous... or just totally silly?
- Do they have a funny catchphrase or a weird habit?

Step 3: Choose a Storyline

Once you have your character, think of a situation that would make for a great story:

- An adventure – Did Grandad's "shortcut" on holiday end in a three-hour detour?
- A mishap – Did Mum's attempt at DIY turn the living room into a disaster zone?
- A misunderstanding – Did Dad mistake the neighbour's cat for their own and try to bring it home?

Step 4: Add Some Imagination!

The best funny stories mix truth with a little exaggeration. Maybe Grandad didn't really fight off a seagull for his fish and chips... but it felt like he did!

Ready? Pick a family member, dream up a funny situation, and start writing! 😊 the sillier, the better!