

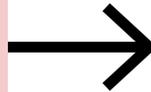
# Get Tangled up in Twine!

We don't really want you to get tangled, but we do want to tell you about a free storytelling tool that we think you'll enjoy. Twine helps you to create interactive stories that let your reader choose how the story goes!

## How does that work?

If you start your story with:

Alice fell through a long, dark rabbit hole.



You then have to give your reader some choices. Something like this...

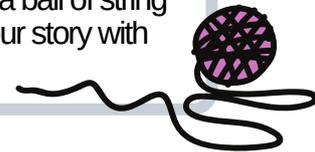
### Did she...

A: Cry so hard that she floated back to the surface?

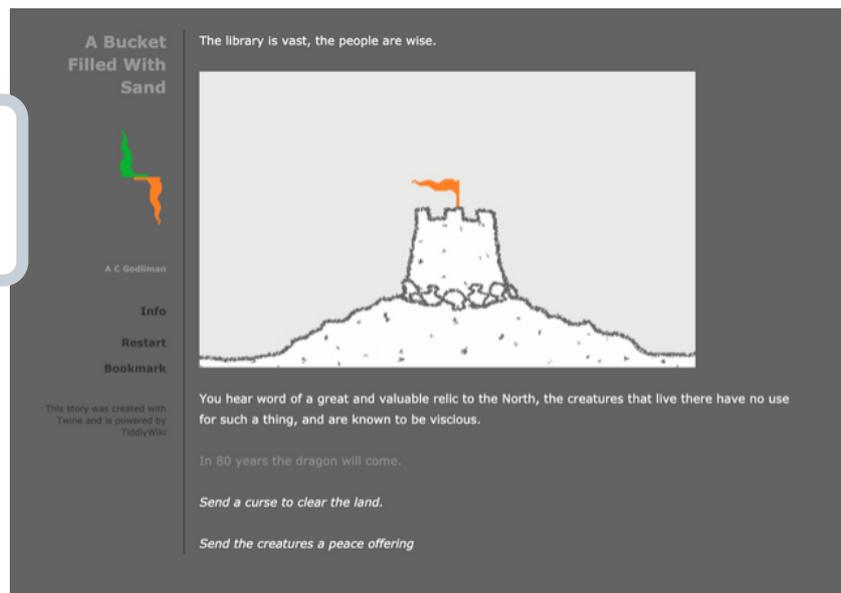
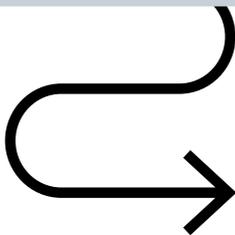
B: See a rabbit running in the distance and chase it?

C: Find a cake labelled eat me?

Your reader will then get to choose which option and this will set their pathway through the story. So you could think of Twine as a ball of string and you, as the author, are leaving a pathway through your story with some twists and turns in the road.



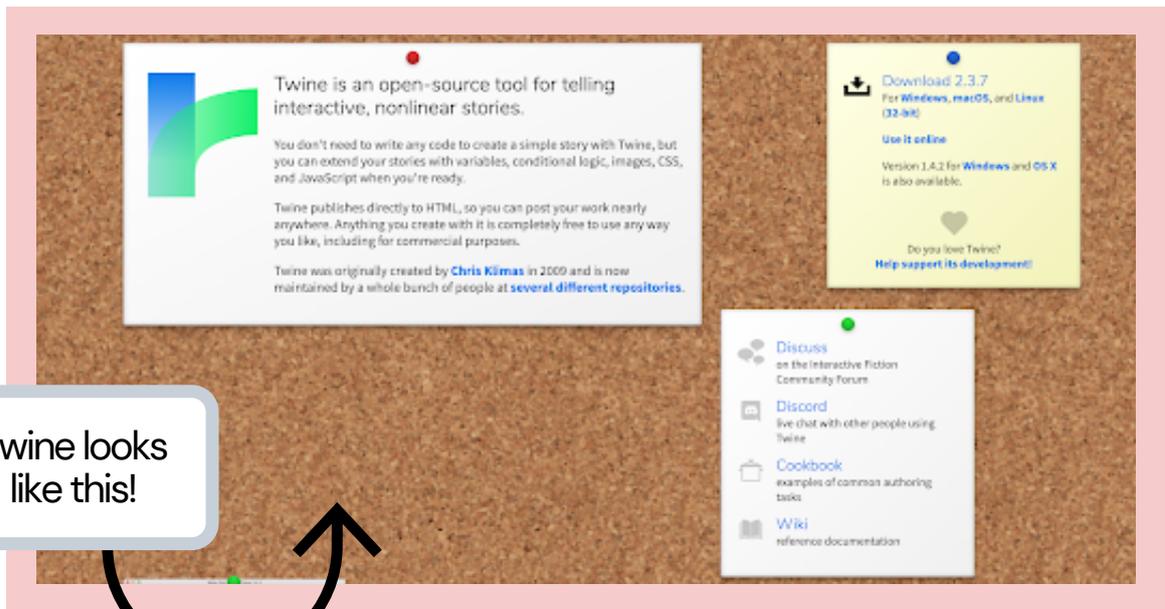
There's a great example [here](#) by ACGodliman!



<https://acgodliman.itch.io/a-bucket-filled-with-sand>

## Step 1: Getting Started

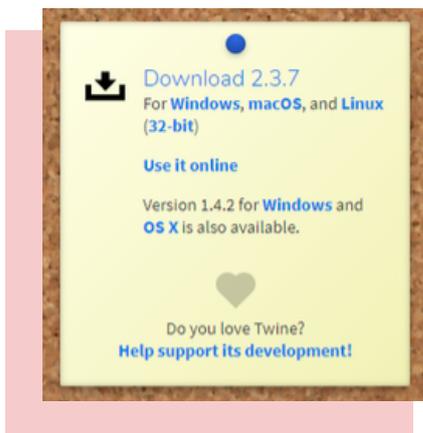
There's lots of things you can do in Twine but the most important is getting started so firstly you need to download it and to do that you need to visit [The Twinery!](https://twinery.org/)



Twine looks like this!

<https://twinery.org/>

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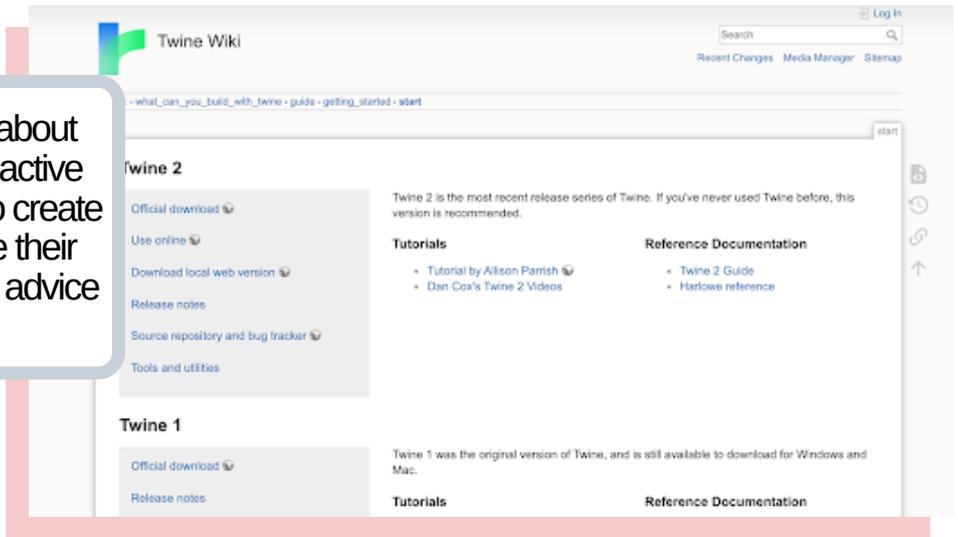
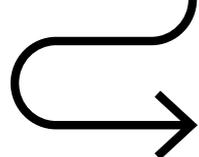
### Online or Offline?

As you can see there's a link on the front page for you to download Twine to your computer. This way you can use Twine offline!

We recommend this rather than just using it online (but you can do this instead if you don't want to download anything right now!).

Make sure you down the right version for your computer!

One of the great things about Twine is that there is an active community of people who create stuff using it! They share their ideas and lots of practical advice in the Twine Wiki.



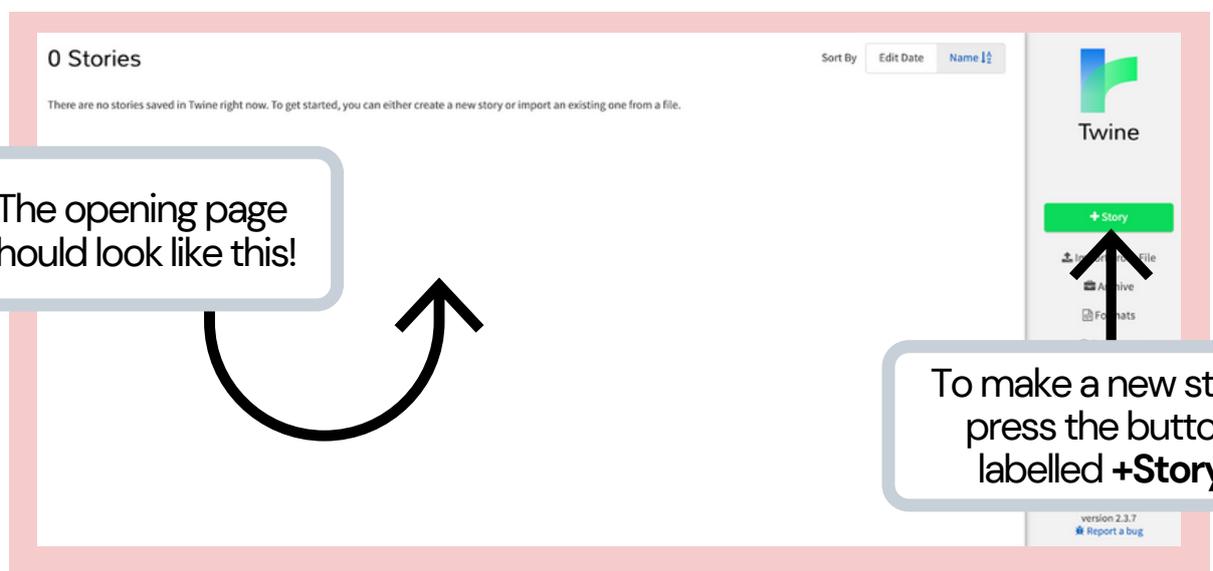
<https://twinery.org/wiki/>

There are lots of tutorials on there which will help once you get started to do some fancy things later on using variables, conditional logic, images, CSS, and JavaScript when you're ready. Here we're going to focus on the basics!

## Step 2: Starting a New Story

Once you have downloaded Twine you can open it up and get started...

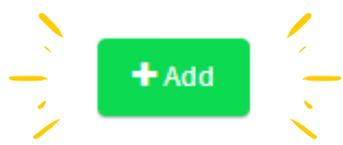
The opening page should look like this!



To make a new story, press the button labelled **+Story**

You'll get a dialog box telling you to name your story. Don't worry about what you call it. Something simple or random or just your name is fine for now. You can change it later on.

When you're ready select +Add to start creating your story!



After naming my story, it looks like this!

1 Story



Alice's Misadventures  
Apr 16, 2020 12:28 PM

*The great thing about Twine is that you go back and edit so focus on ideas first and you can sort out spelling and punctuation later.*

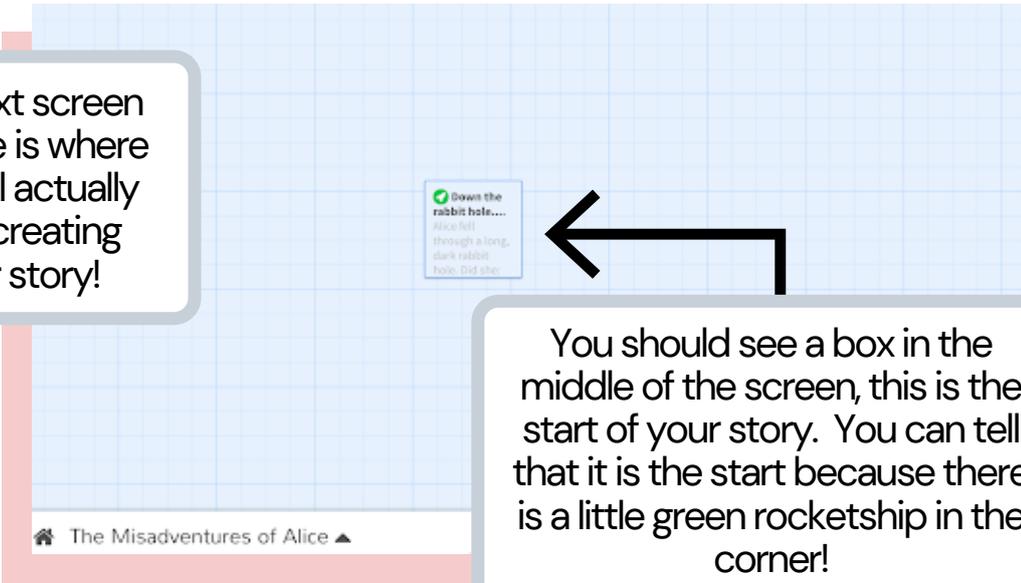
*Hmm... I'm not sure if I spelled that correctly! Nevermind!*



### Step 3: Adding to your Story

So you have your title but it may feel a bit like staring at a blank page and waiting for inspiration to arrive... If you are stuck, I would suggest you start by playing around with a story you know well. It could be a children's book, a fairy story or an idea from a film, comic or videogame. If you start with something you know well, hopefully you can have some fun with your reader too. As you will see...

The next screen you see is where you will actually start creating your story!



You should see a box in the middle of the screen, this is the start of your story. You can tell that it is the start because there is a little green rocketship in the corner!

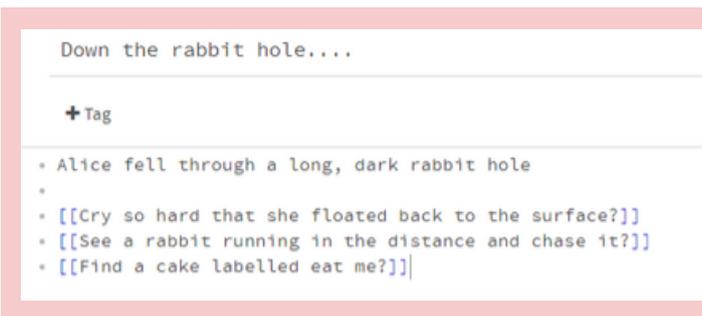
To start writing your story, double click on this box!

We've added the first sentence of the story, and it looks like this!

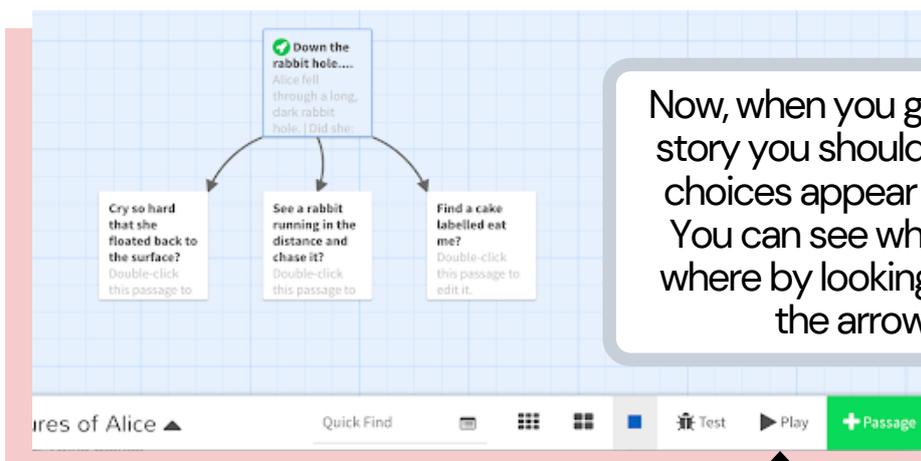


Now as I said at the start, this is not a story with one pathway. You need to give your reader/player some choices. This should be when the fun starts!

If we just type in the options as we did for the first sentence, they will appear as normal text but our reader won't be able to select them. To make this happen we need to add them some simple coding!



For example, if you put any text in **[[double square brackets]]** like so, you create a link. This link creates a new thread which takes your reader on a different pathway, depending on what they choose.



Now, when you go back to your story you should see the three choices appear in new boxes. You can see which box leads where by looking at the where the arrows lead!

You can get a better idea of what this looks like (and check everything is working) by pressing play!



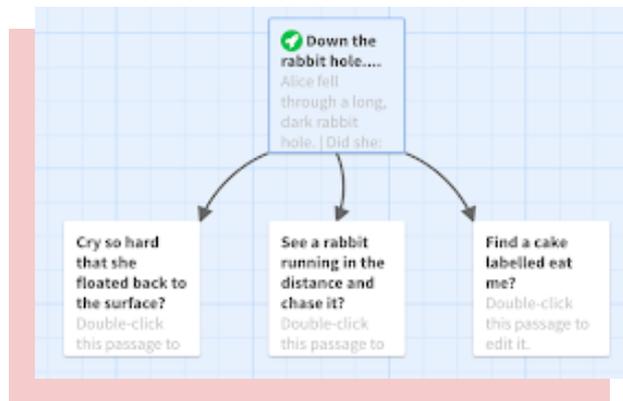
Alice fell through a long, dark rabbit hole.  
Did she:  
**Cry so hard that she floated back to the surface?**  
**See a rabbit running in the distance and chase it?**  
**Find a cake labelled eat me?**

So far our story looks like this, and our choices are in blue. You should be able to click on one of the options and it will take you to a new screen. Right now, this new screen will be blank as we haven't written the next part of the story. So let's go back and do just that!

## Making Connections!

For each of the options you now have a new 'passage' which is another thread of your story. As you add more you can connect these passages together.

Now, double-click the passage that you want to edit and it will open. Here you can add the next part of the story, it should lead on from the choice your reader made!



Cry so hard that she floated back to the surface?

+ Tag

- Enter the body text of your passage here.

'**Bold**', *//italics//*, <sup>^^superscript^^</sup>, ~~~~strikethrough~~~~, tags</p> are available.

To display special symbols without them being transformed, 'backticks'.

To link to another passage, write the link text and the passage name:  
this: `[[link text->passage name]]`  
or this: `[[passage name<-link text]]`  
or this: `[[link text]]`.

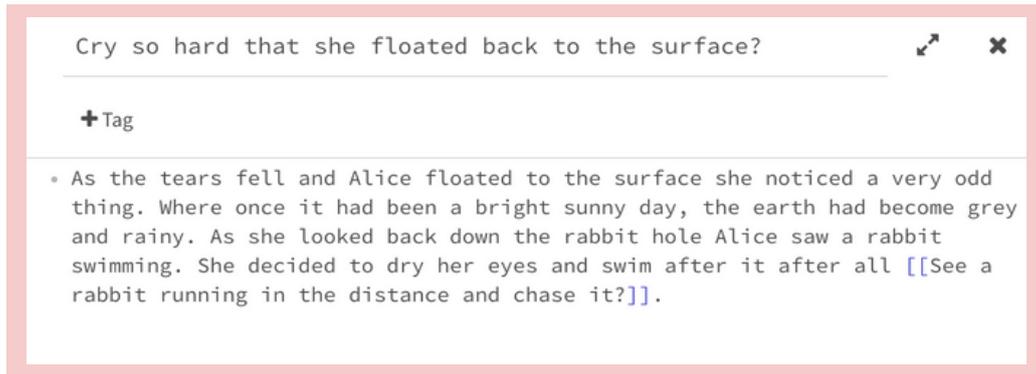
Macros like (set:) and (display:) are the programming of your passage. you've (set:) a \$variable, you can just enter its name to print it out.

To make a 'hook', put [single square brackets] around text - or leave empty [] - then put a macro like (if:), a \$variable, or a |nametag> on the front, |like>[so].

Hooks can be used for many things: showing text (if:) something happened, applying a (text-style:), making a place to (append:) text later on, and much more!

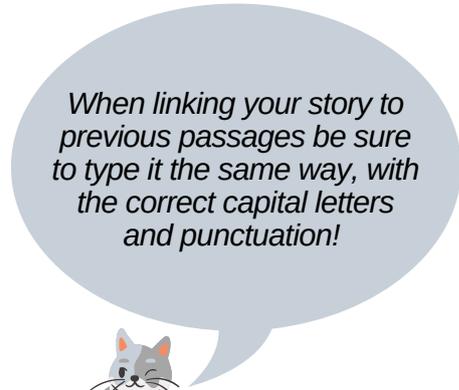
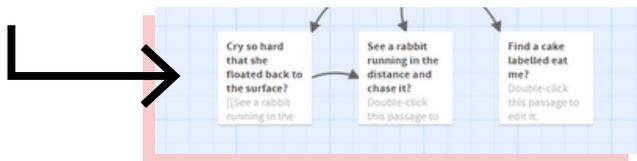
When you open the next passage you might see some text like this! These are helpful hints from Twine about editing the text so you don't have to remember them all. You can also find these in the Twine Wiki.

You can use these suggestions to make the text **"bold"** or *//italic//* for example!



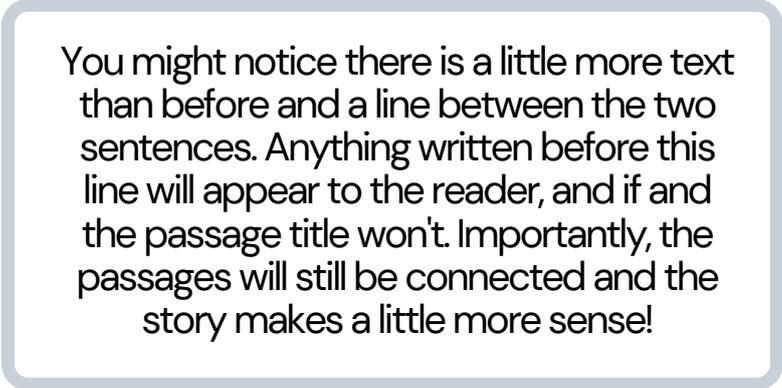
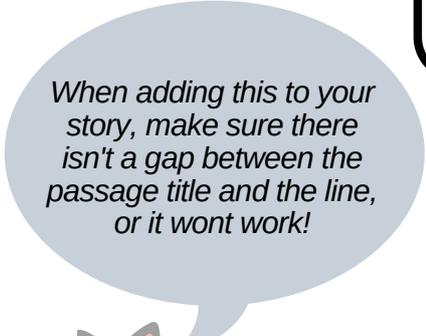
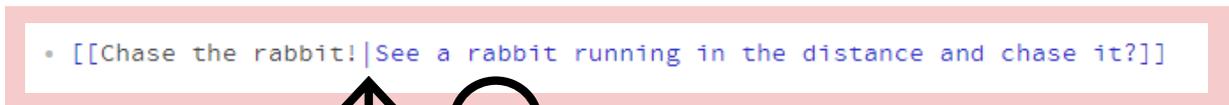
The most important thing at first is to create a Twine story where all the passages take you somewhere and not just to a dead end. Usually the reader will only see one passage at a time, so don't let them get stuck! You can create new passages, but you can also connect to passages that you've already made.

Like above, we've added a new part of the story but by adding in `[[See a rabbit running in the distance and chase it?]]` it will take us to that passage. You should see a arrow pop up between them!



This works well to connect the passages, but it does sound a little bit strange in the story and if we change the text in the `[[brackets]]` it won't connect anymore! Don't worry there is a way around this!

Take a look at this!



Remember you can keep testing your story by pressing play, to make sure everything works and looks the way you want it to!

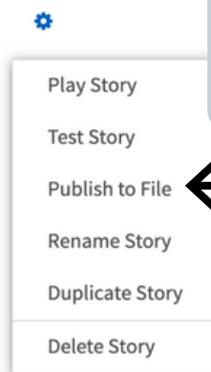
## Step 4: Saving & Sharing your Twine Stories

When you've finished your story it's time to share it! Twine saves your game for you as you go along, but if you want to share your game with other people, you need to publish it to a file.



First you need to return to your **Story List**, so select the small **Home** icon in the bottom left hand corner. Now you'll be able to see all the stories you've made so far. Find the story you want to publish by checking the title!

Next to the title, you'll see a little **Gear** icon to bring up this list of options!



Select the Publish to File option. This will create a HTML file of your story.

*HTML stands for "Hypertext Markup Language". It is the computer language used to make webpages!*



## What can I do with my story?

You can send this file to your friends, or upload it to the Internet using any service that allows you to upload HTML files (also known as "static content hosting"). If you don't have somewhere on the web to upload your file, try:

- Neocities: free general web hosting with a friendly interface
- itch.io: a site for distributing games. A lot of Twine authors use this!

Remember that not all Twine stories have been created for younger audiences and always get permission from grown ups to upload your creations online!

## This is just the start! Where will your story take you?

We've only just begun exploring Twine 2.0 here to get to started, so remember there is lots more you can do when you are ready! From adding sounds, images to adding game elements like an inventory system or RPG battles!