

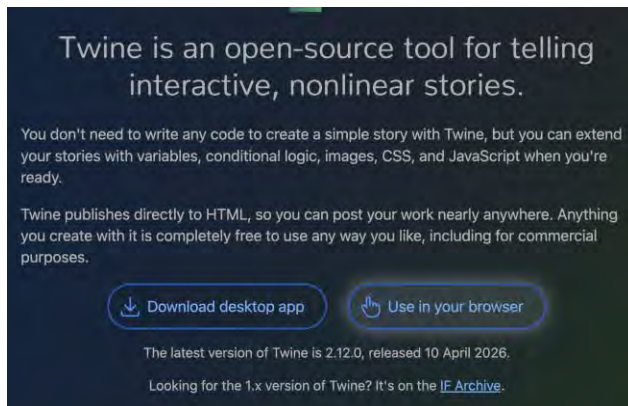
Twine

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.

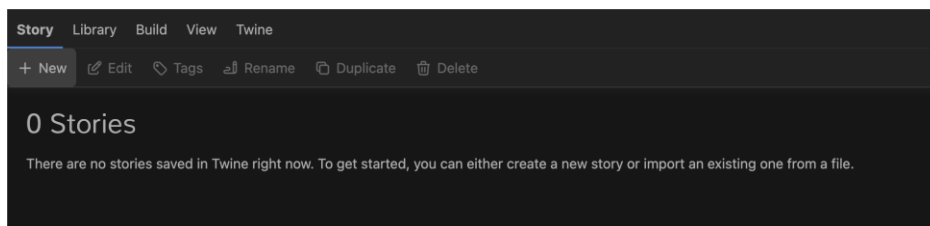
Twine is not designed for sound-based stories or interactive audiobooks, but it is very useful as a tool for keeping track of a branching story structure.

Getting started with Twine

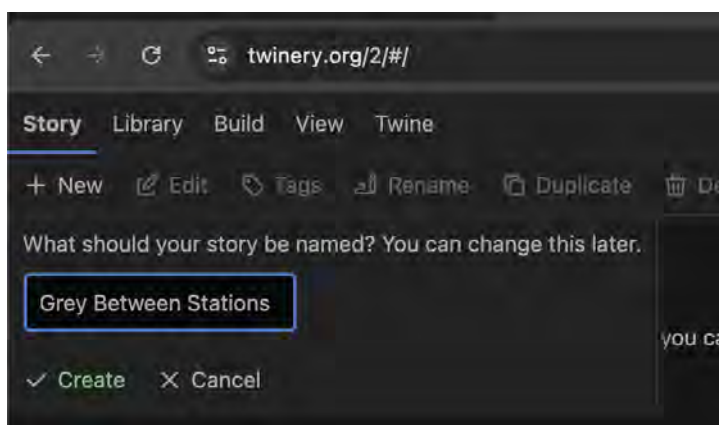
Start a new story by clicking on “Use in your browser”.



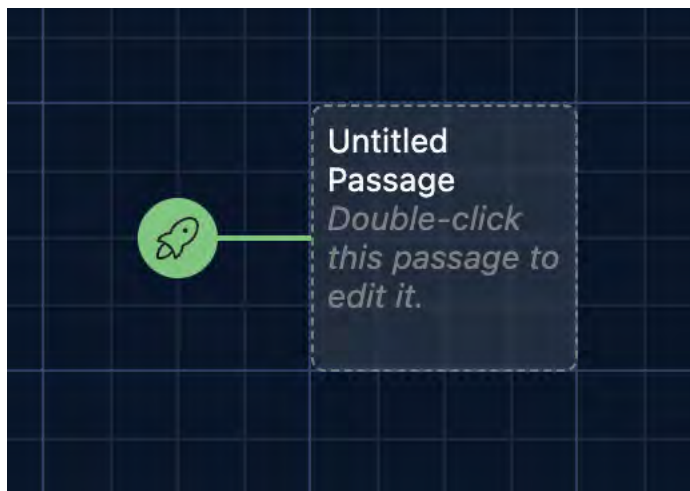
Then choose to create a new story by clicking on “+ New”.



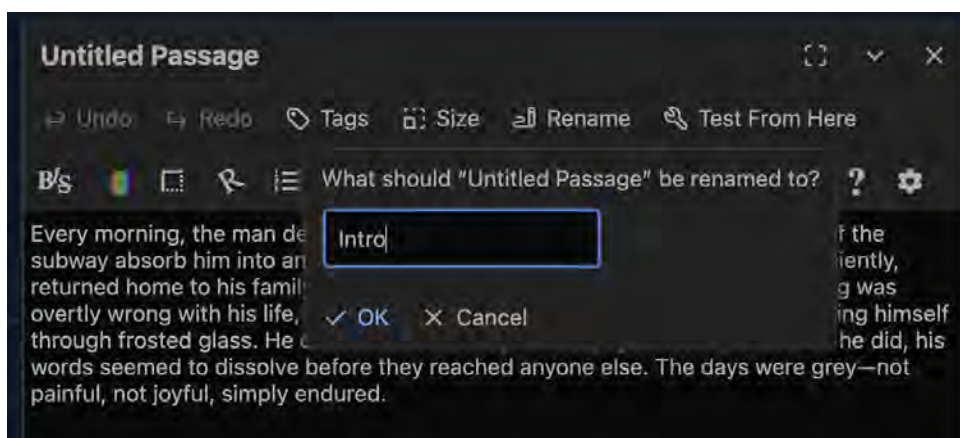
When a new story is created, you must give it a name. This can be changed later, but it is recommended to add at least a temporary name at this stage.



When a story is created, Twine automatically creates a start passage. A passage is a section of text that can be linked to and from other passages in order to create an interactive, branching story.



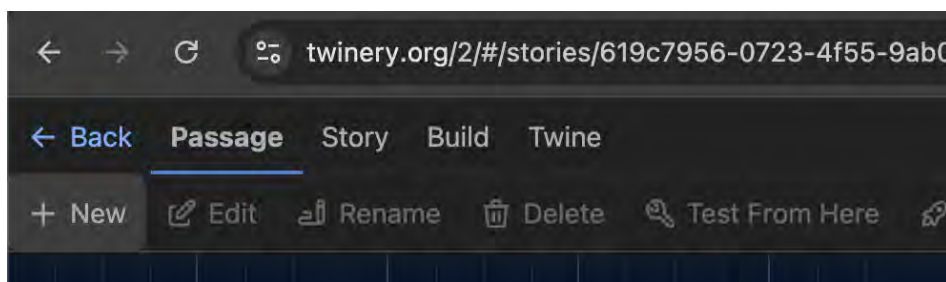
By double-clicking this passage, it can be named and text can be inserted.



In this example, the introduction text has already been written, and the passage has been renamed Intro.

Adding more passages

A branching story consists of multiple passages that are linked to each other. New passages are created by clicking “+ New” in the Passage tab.

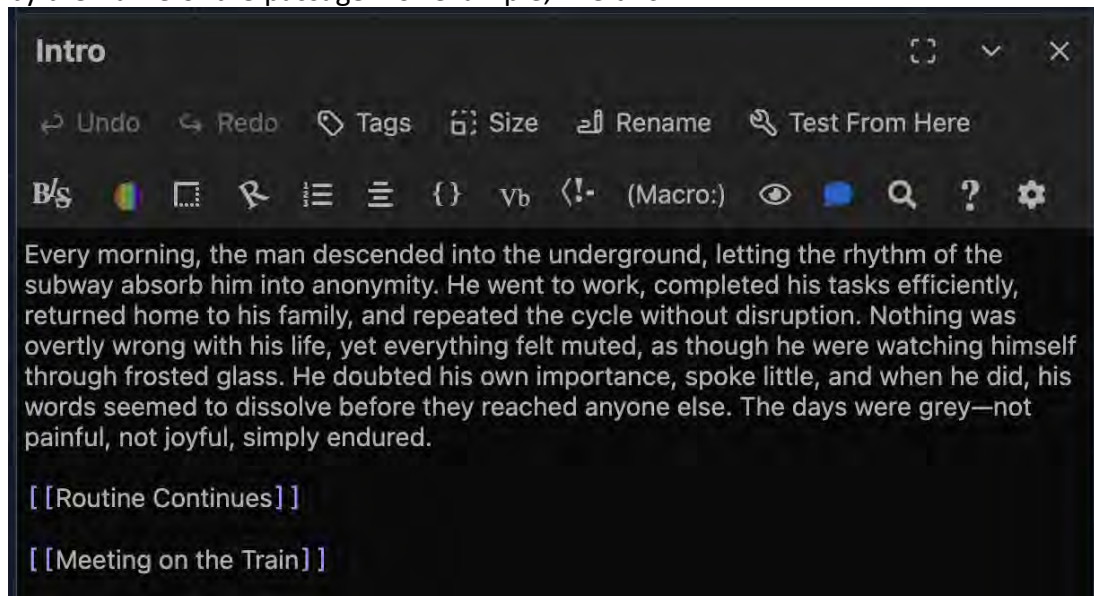


Each passage needs some text and a name, so it both carries the story and is linkable from the other passages. New empty passages look like the first start passage, but without the green icon.

Linking passages

Linking is done by adding the link at the end of (or within) the text. I added the links at the end after the text in each passage. A link is added by writing two square brackets followed

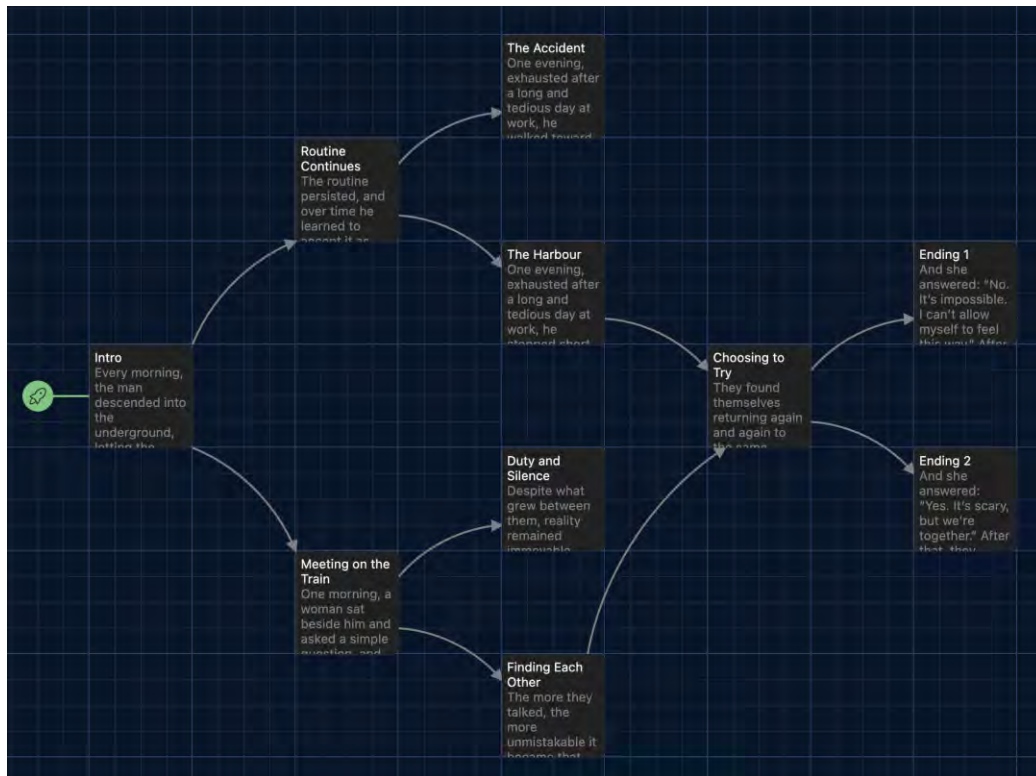
by the name of the passage. For example, like this:



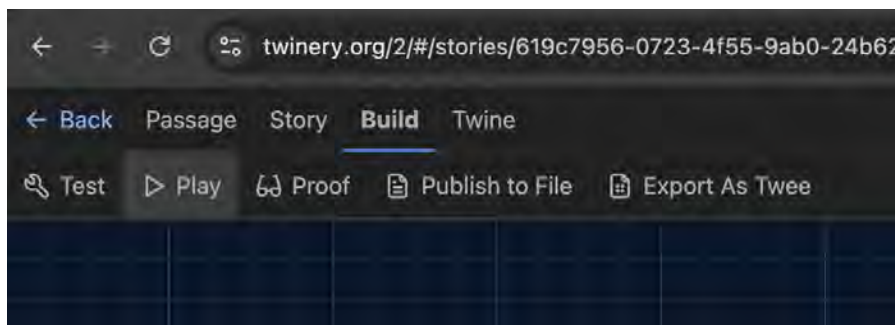
In the above image, the introduction text, i.e., the passage named Intro, is linked to two different passages. These links are case sensitive, so you must use the correct spelling and the correct case. As you start typing a link, Twine provides suggestions for existing passages. When passages are linked, arrows appear between them in the visual layout. Passages can be moved and arranged on the screen to make the overall structure easier to follow.



Continue adding passages and linking them until the entire story is finished.



When everything is finished, it is possible to “read” the story interactively to see that all branches are working as intended and that the story is following all branches that you wish to use. You do this by clicking on the “Build” tab and then “Play”. This opens a web page where you can read (proof-read) and check that the story works in terms of content and flow for each branch.



It is also possible to download the branching story as a webpage (html-file) by clicking on “Publish to File”. This html file can then be viewed and read without using Twine.