# Twine Storytelling Tool Guide

Twine is a free, open source, storytelling tool used to create interactive adventure games. It can be used with or without programming elements, allowing users to create experiences ranging from simple to deep delves. Below is a quick start guide and resource for using Twine:
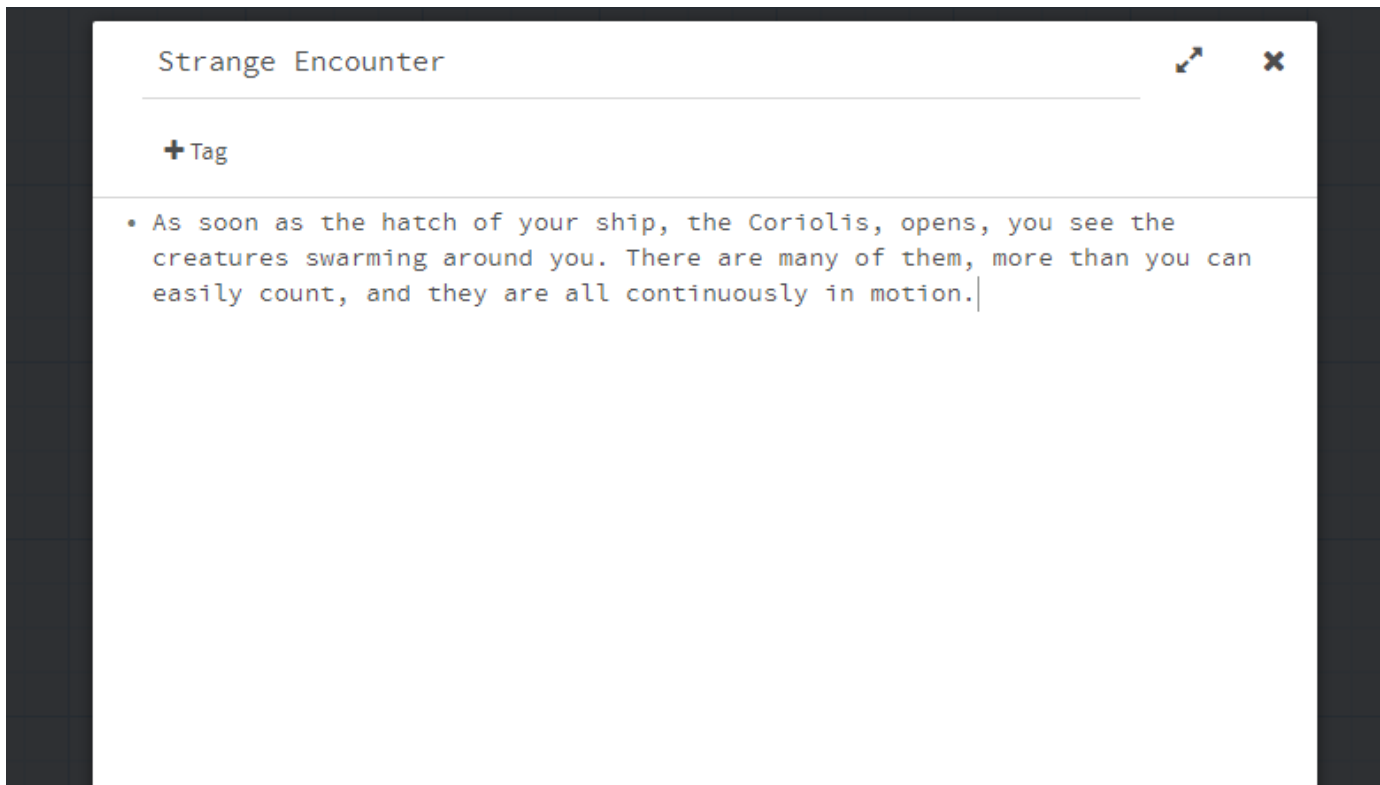
Quick Start

1. Head to twinery.org. Twine can be used on the web or downloaded to your pc (Windows, Mac, and Linux). If you use Twine online your data is saved to your browser, so <u>DON'T</u> clear your data (cookies)
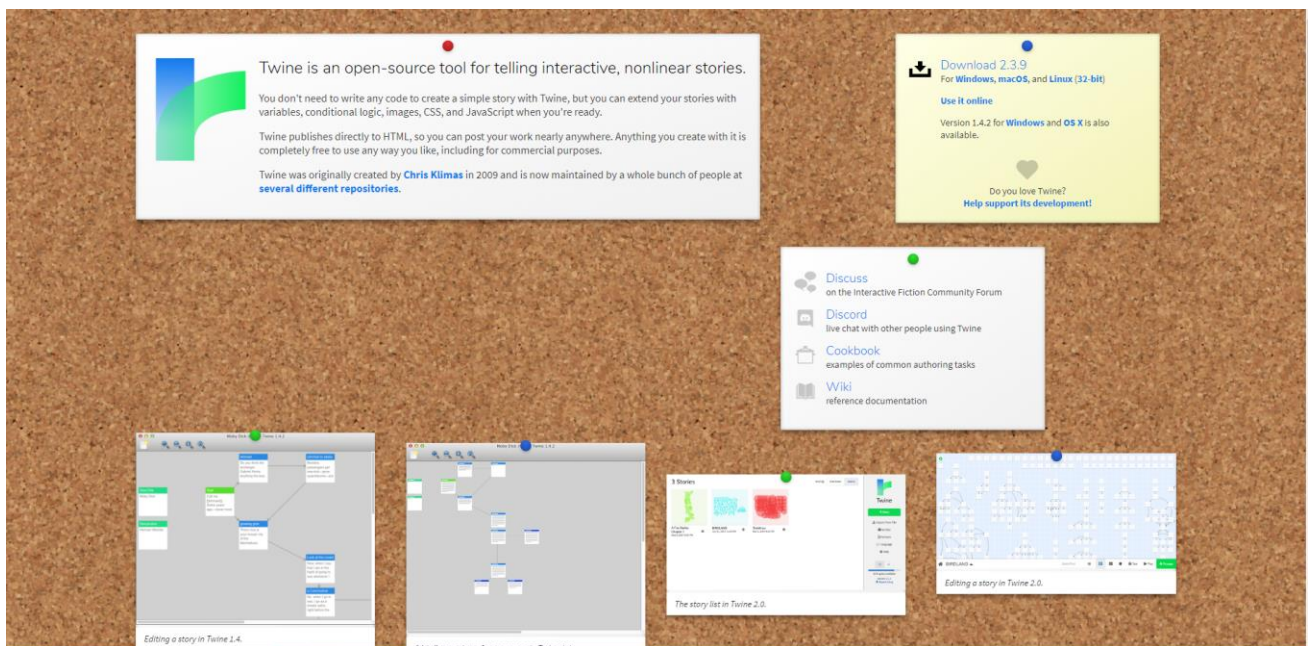
2. Click the green button on the side that says "Story" to create a new Twine story. Name it whatever you'd like
3. Welcome to the story map. Notice there's a block in the middle called "Untitled Passage". That block is called a passage, double click on it.
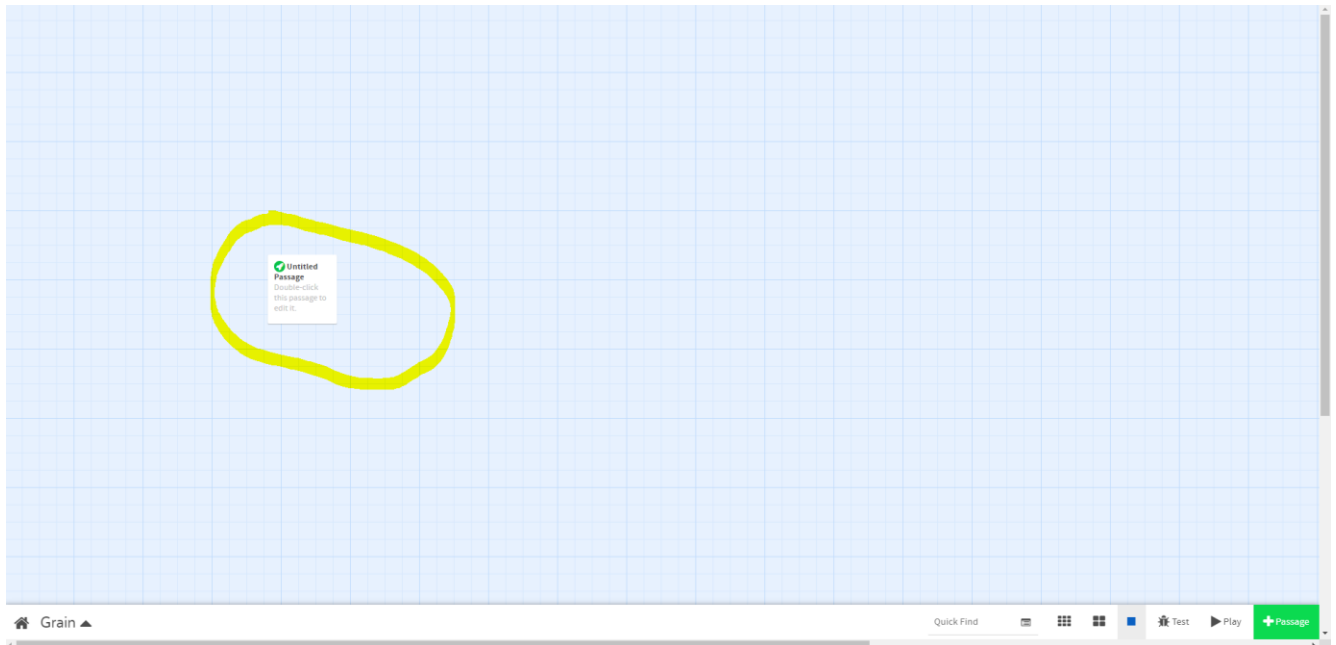
4. This first passage is where your story/game begins. You can click on the "Untitled Passage" field at the top and the body of the passage to edit them. Click on the body and add some text.

Strange Encounter

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- As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.

5. Close the passage editor and press the play button found at the bottom right of the story map screen. A new window should pop open that shows your game/story so far.

> As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.

6. Let's add some options to make it playable. Go back to your story map and reopen the first passage. Now add two options to your story and enclose them in double square brackets (ex. [[Try talking to the Creatures]]). When you close the passage editor, twine will make two new passages for you.

Strange Encounter

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- As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.
-
- [[Try talking to the Creatures]]
- [[Walk down the ramp of your spaceship]]
-
-
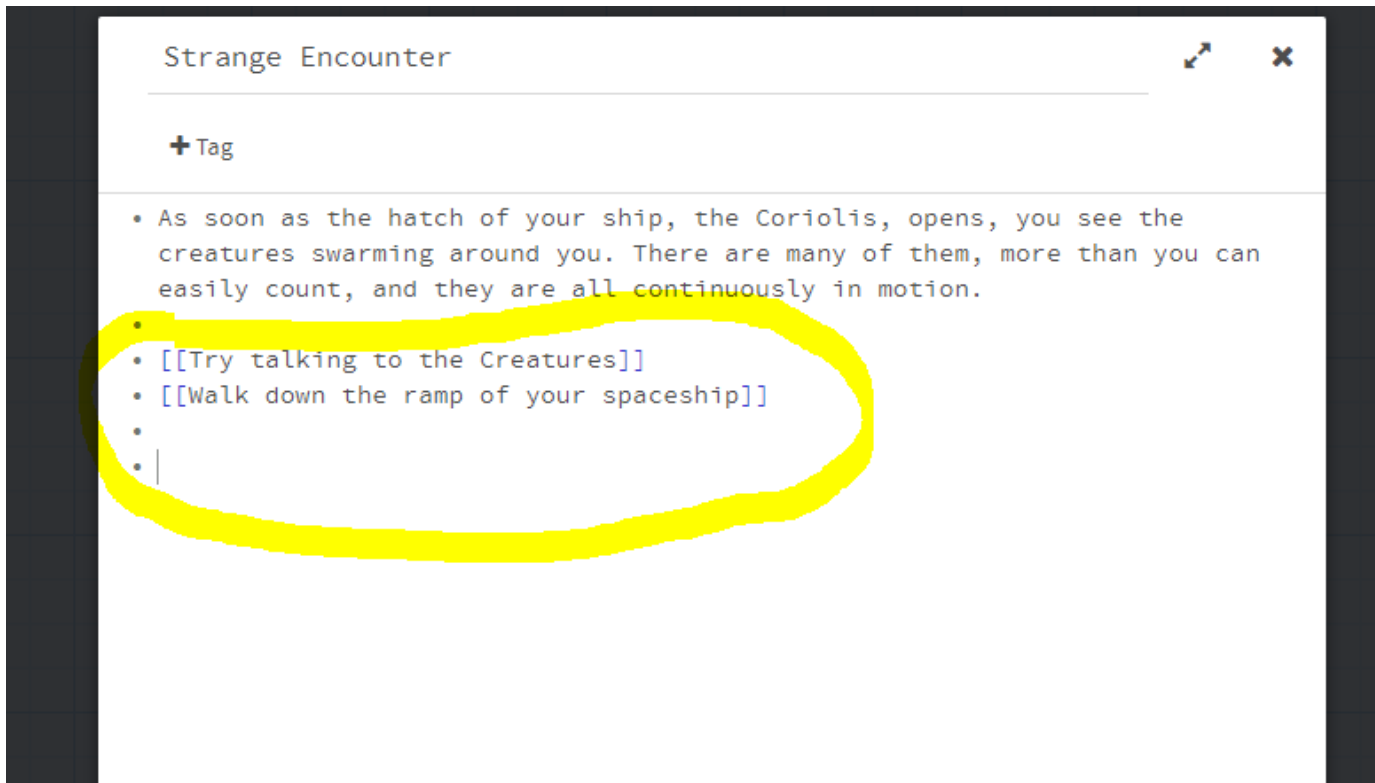
7. Add some flavor text to your two new passages. Note that you can drag the passage blocks around the story map to place them wherever you choose. Now press the play button again, you should see clickable links at the end of your story!

As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.

Try talking to the Creatures
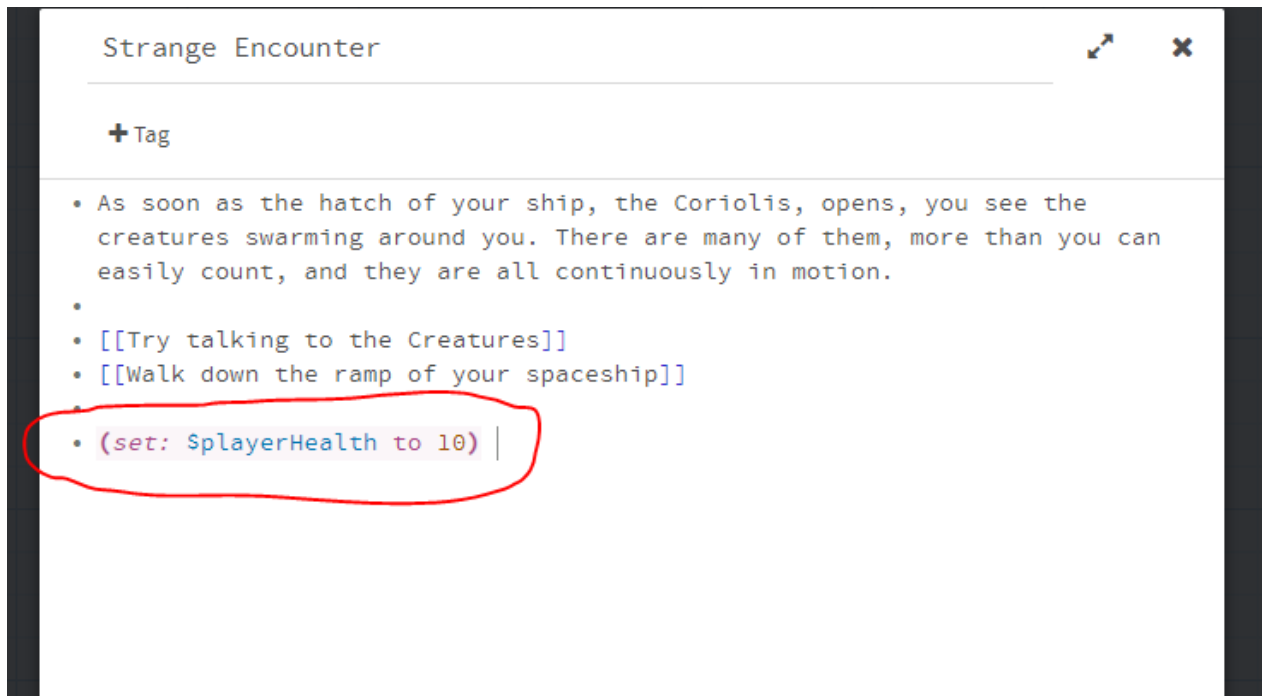**Walk down the ramp of your spaceship**

8. Quick start completed! You now know everything you need to make story games in Twine. Once you're finished click the ▲ symbol next to your story title and select "**Publish to File**". This saves your story to an HTML file that'll work independently of Twine.

Variables, Functions, & Complex Stories

What makes Twine special is its ability to create complex and/or simple stories with relative ease. Any basic programming concepts you've learned like if/then statements and print commands work seamlessly. I'll take you through a couple core concepts below to get you started using these functions

Variables

- In Twine you create **variables** by doing the following (set: $newVariable to 8). We could've put whatever we want after the $ sign (ex. $superSaiyan or $selectedItem), but the $ sign is required. Also using the (set:) command initializes the variable, which can be set to any value (in the example above we set it to 8).

Strange Encounter

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- As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.
-
- [[Try talking to the Creatures]]
- [[Walk down the ramp of your spaceship]]
-
- *(set: $playerHealth to 10)*

- A practical use for this is to create a health point system. You can add some text at the bottom of each passage that says "You have $playerHealth hp", and it would state whatever the $playerHealth variable is currently equal too.
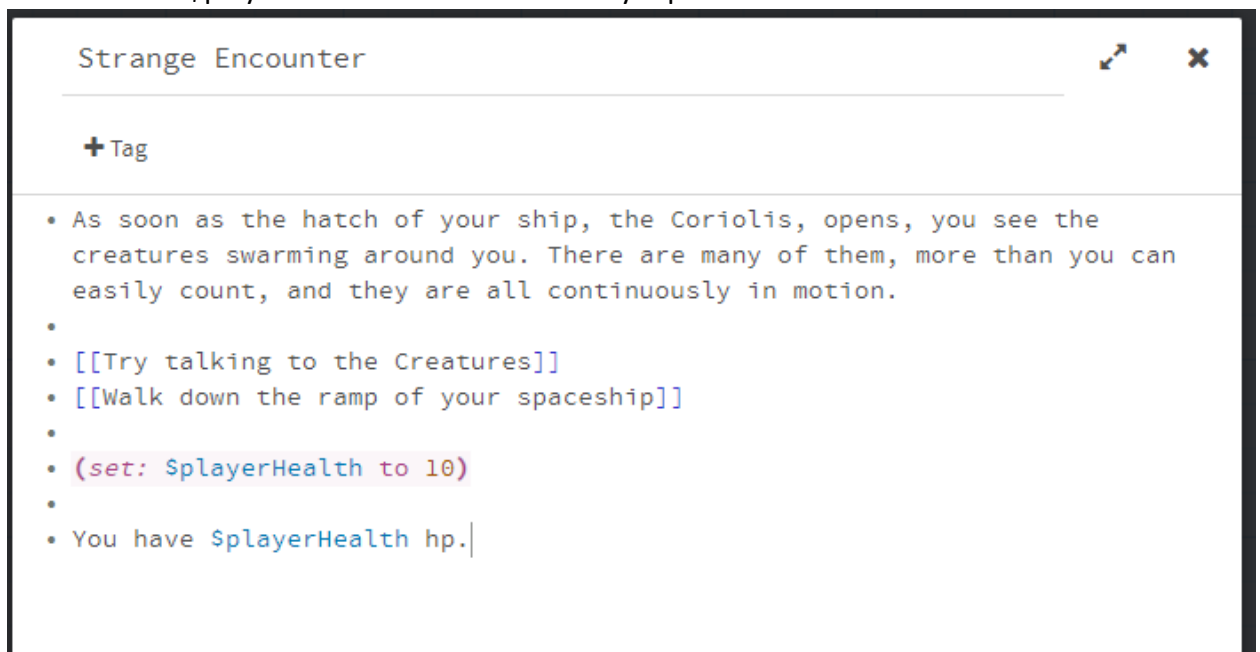
Strange Encounter

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- As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.
-
- [[Try talking to the Creatures]]
- [[Walk down the ramp of your spaceship]]
-
- *(set: $playerHealth to 10)*
-
- You have $playerHealth hp.

As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.

Try talking to the Creatures
Walk down the ramp of your spaceship

You have 10 hp.

-
- You can also set variables to true or false, (set: $newVariable to true), or to text strings, (set: $newVariable to "super").

Functions and Statements

- We can make certain actions trigger by using functions and statements. Let's say we want a certain choice to show only if a condition is met. We could write (if: $playerHealth > 9) [[Attack the creatures]]. Note any code we want triggered by a statement or function must be on the same line as that statement or function.

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- As soon as the hatch of your ship, the Coriolis, opens, you see the
  creatures swarming around you. There are many of them, more than you can
  easily count, and they are all continuously in motion.
-
- [[Try talking to the Creatures]]
- [[Walk down the ramp of your spaceship]]
-
- (set: $playerHealth to 10)
-
- You have $playerHealth hp.
-
- (if: $playerHealth > 9) [[Attack the creatures]]
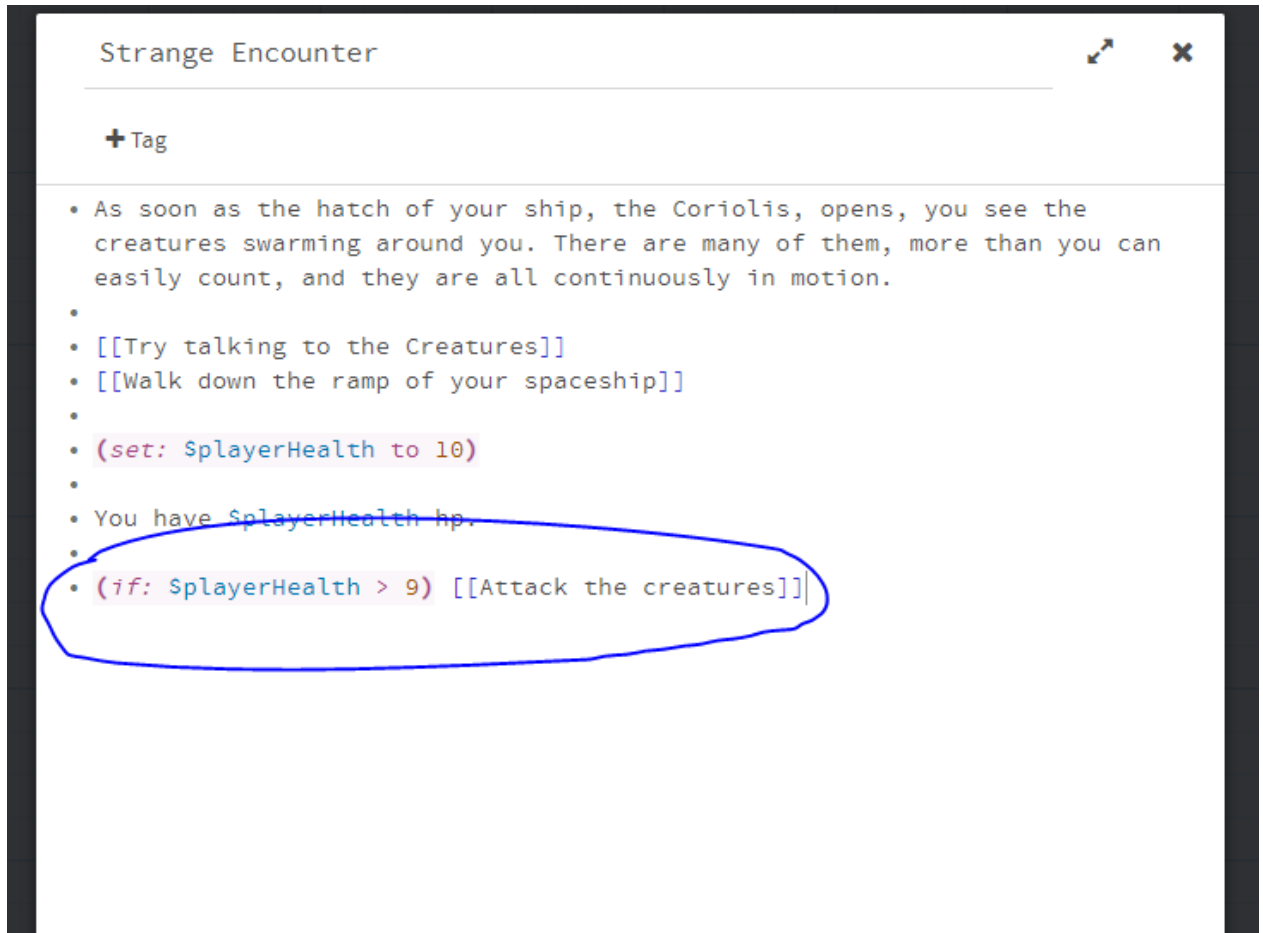
-
- If I press play now, I'll see the "Attack the creatures" option pop up, because my
  statement returns true ($playerHealth is greater than 9, because I set it to 10). If my
  $playerHealth variable was set to anything lower than 10, the option would not show.

-

As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.

Try talking to the Creatures
Walk down the ramp of your spaceship
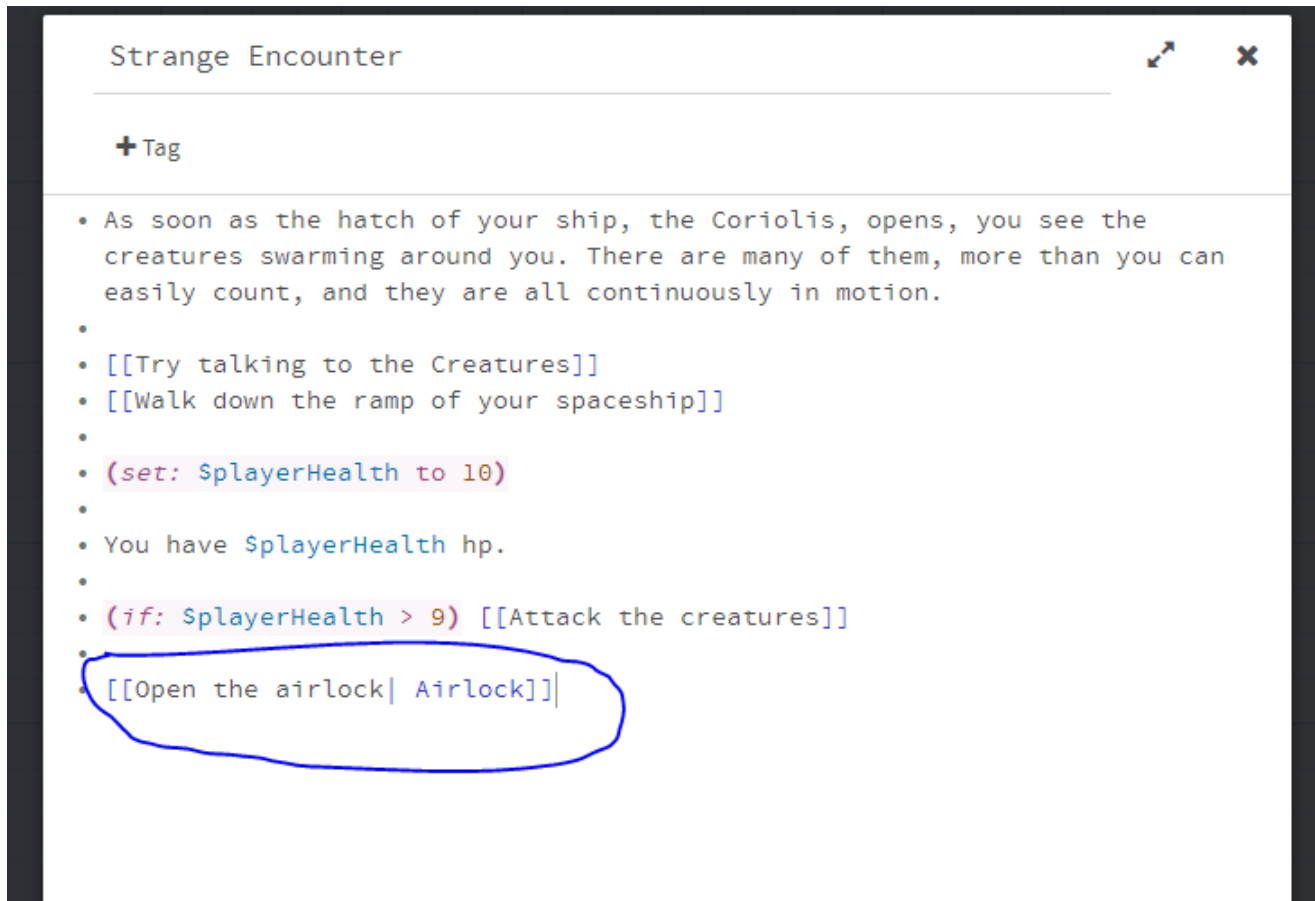
You have 10 hp.

Attack the creatures

- If want an action to damage the player, you could write (if: $playerDamage is true) [(set: $playerHealth to $playerHealth – 1)]
- You can write an **if/else statement** like so: (if: $playerDamage is true) [show the text in this box] (else:) [set: $playerHealth to $player Health –1]

Changing Passage Names

You can always change a passages name in the passage editor, but there is a faster way to do so in code.

- Say I want to write a choice that shows as "Open the airlock" in the story but takes me to a passage called "Airlock" in my editor. I could do so like by writing this: [[Open the airlock|Airlock]]

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• As soon as the hatch of your ship, the Coriolis, opens, you see the
  creatures swarming around you. There are many of them, more than you can
  easily count, and they are all continuously in motion.
•
• [[Try talking to the Creatures]]
• [[Walk down the ramp of your spaceship]]
•
• (set: $playerHealth to 10)
•
• You have $playerHealth hp.
•
• (if: $playerHealth > 9) [[Attack the creatures]]
•
  [[Open the airlock| Airlock]]
```

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Adding Images

Though not required, you can spice up your game by adding images. To do so add the code below into your passage editor.

- </style><img src= *insert link here> </div>
- You can find any image from the internet, copy its link, and post it in the code above where it says *insert link here.

- Strange Encounter

  ![expand icon] ![close icon]

  + Tag

  - As soon as the hatch of your ship, the Coriolis, opens, you see the creatures swarming around you. There are many of them, more than you can easily count, and they are all continuously in motion.
  -
  - [[Try talking to the Creatures]]
  - [[Walk down the ramp of your spaceship]]
  -
  - (set: $playerHealth to 10)
  -
  - You have $playerHealth hp.
  -
  - (if: $playerHealth > 9) [[Attack the creatures]]
  -
  - [[Open the airlock| Airlock]]
  -
  - </style><img src=https://thumbor.forbes.com/thumbor/960x0/https%3A%2F%2Fspecials-images.forbesimg.com%2Fdam%2Fimageserve%2F765877054%2F960x0.jpg%3Ffit%3Dscale></div>

- You have 10 hp.

  Attack the creatures

  Open the airlock

- The image should now show when you press play. More info on formatting images in Twine can be found in the documentation, which is linked below.

Adding Music/Sound effects

If you'd like to add music and or sound effects to your game/story, the files will need to be hosted on a website just like the image we linked was. Then to add music follow the steps below

- Method 1
  - Click on the ▲ symbol next to your stories name, then select the "Edit Story JavaScript" option.
  - In the balloon that pops up, enter the following code
  - var audio = document.createElement('audio'); audio.src= *insert link here; audio.loop = true; audio.play();
  - Note: The only way to test this code is to publish your story to file and then open it in chrome.
- Method 2
  - Add the code below to whatever story passage you want it to play in
  - audio src="the URL of your sound effect" autoplay>

NOTE: I haven't been able to get the sound working personally, but Twine should technically have the ability to play audio based on its documentation (which will be linked below)

Helpful Commands/Macros

- (print: *whatever you want printed)
  - The code above Prints the value of whatever is within the parenthesis (variable, statement, etc.)
- Links
- (link: "desired visible name of the link") [(goto-url:"url or passage you want linked")]
  - The code above is another way to create links in Twine
- (link-goto: "desired link name", "desired destination of link")
  - The code above is another wat ty create links in Twine. Use whichever you link best

Documentation and Examples

You can find the official documentation for Twine here. Twine 2, Harlowe format is the most common and simple version of Twine to use.

There are also several helpful Youtube tutorial series.

- DigitalExposureTV tutorial series
- VegetarianZombie tutorial series

- [Voxel Vagrant tutorial series (features Sugarcube Twine format)](#)

Here's a link to an example game I made called "The Room". You can open it in a browser to play it or open it in Twine to use it as a reference.

[The Room Twine Game](#)