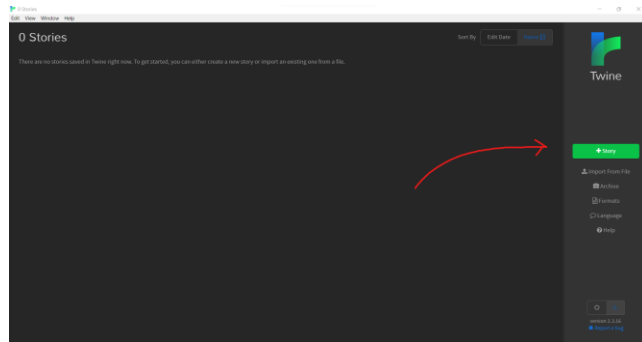


Twine is a fantastic free tool that anyone can use to create sprawling choice-based narratives and interactive fiction using the story format Harlowe.

In their own words: “You don't need to write any code to create a simple story with Twine”, making it a great entry-level tool for aspiring designers to create their games with.



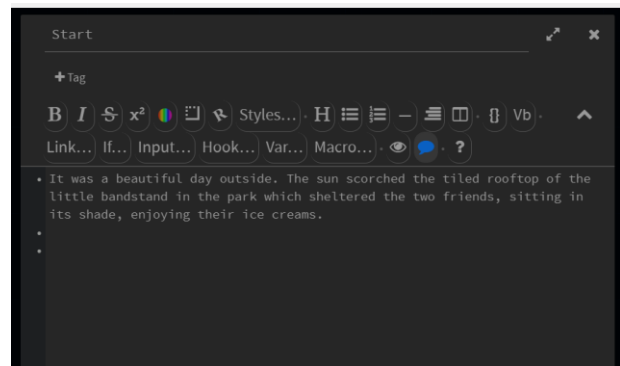
To get started, download and install Twine 2 for free from their website:

<https://twinery.org/>

Once set up, click the green ‘+ story’ button on the left. You’ll be prompted to name your story (don’t worry, you can change it later!), and you should be taken to a blank map with a single block named “untitled passage”. This is the beginning of your story!

Click the block (known as a ‘passage’) to open it and edit the text inside. You can rename the passage at the top, I typically like to call the first one something like ‘start’.

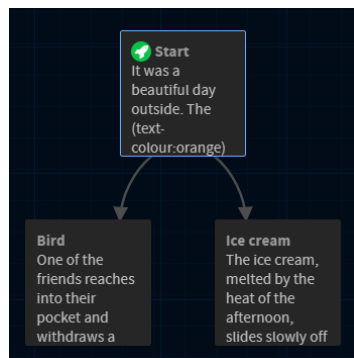
Enter the beginning text for your story in the first passage. You can change the color of either a word or the whole text by clicking the rainbow icon, or animate it by selecting ‘styles’ and scrolling down to ‘animations’ in the menu. You can view your story at any time by clicking out of the passage and pressing the ‘play’ button in the bottom right hand corner.



```
• [[A bird lands in front of the friends|Bird]]
• [[One of the friends drops their ice cream|Ice cream]]
```

Now we’ve got the first passage setup, we need to link it to another one for the story to continue! Write a line which progresses the story, and enclose

it in `[[double square brackets]]`. Then add a vertical bar at the end, and write in the name of the next passage. In the example above one of my options is “A bird lands in front of the friends”, so the name of the passage which follows that is “Bird”. Twine will automatically create new passages named after whatever you put after the vertical bar, as displayed by exiting the passage editor.



You can link back to preexisting passages to create loops, or continue to generate more with multiple choice options!

Make sure to play your game, which opens your project up in your local browser, and check all the links are working. If you rename a passage you’ll also need to change the name of the link! You’re now equipped with the knowledge of how to make a Twine game, for more information check out the official guide here: <https://twinery.org/cookbook/>

With special thanks to Adele Richards, Tom Bradstreet and Brandon Cole at [Into Games](#) for lending their expertise to creating this resource.