



TOOLS

Twine Guide

Twine is an open-source tool used for creating interactive, non-linear narratives and text-based games. It allows users to easily create branching storylines by linking passages of text together, creating a web-like structure of choices and consequences. It is extremely easy and accessible to use Twine at a basic level, and it is well supported by an active community that can help you resolve any issues you may encounter along the way.

Please follow the following steps in order to familiarize yourself with Twine and unlock the possibility to create your own interactive experiences with Twine.

and please download and use **Twine 2**.

Procedure:

Step 1: Download **Twine 2** to your computer from this site:

<http://twinery.org/>

Step 2: For an initial introduction to Twine watch this short video tutorial:

<https://youtu.be/tLgoeGuq7Dw>

Step 3: Choose which of the three formats you'd like to use for your story. If you are not experienced coding HTML, We recommend you use **Harlowe**.

https://twinery.org/wiki/twine2:how_to_choose_a_story_format

Here is the helpful guide for Harlowe 3.3.5

Step 4: Once you have completed the Twine, you can export and/or publish the [HTML file](#) online, on <https://itch.io/> or simply share the file as an attachment.

Inspirational Reading

Standard Patterns in Choice Based Games

<https://heterogenoustasks.wordpress.com/2015/01/26/standard-patterns-in-choice-based-games/>

Resources:

Helpful Introduction to Twine Google Slides:

https://docs.google.com/presentation/d/1bNzxW39pYul2yVieuxaSsnB5SAexOde1Higr9mxs7EA/edit#slide=id.g2036622b0e2_0_51

Harlowe 3.3.5 Guide: <https://twine2.neocities.org/>

A Total Beginner's Guide to Twine 2.1:

<http://www.adamhammond.com/twineguide/>

Twine 2 Resources: <https://twinery.org/wiki/twine2:guide>

General Twine Resources: <https://twinery.org/wiki/>

Twine Cheat Sheet:

<https://blogs.stockton.edu/textscape/files/2015/04/A-Twine-Cheat-Sheet.pdf>