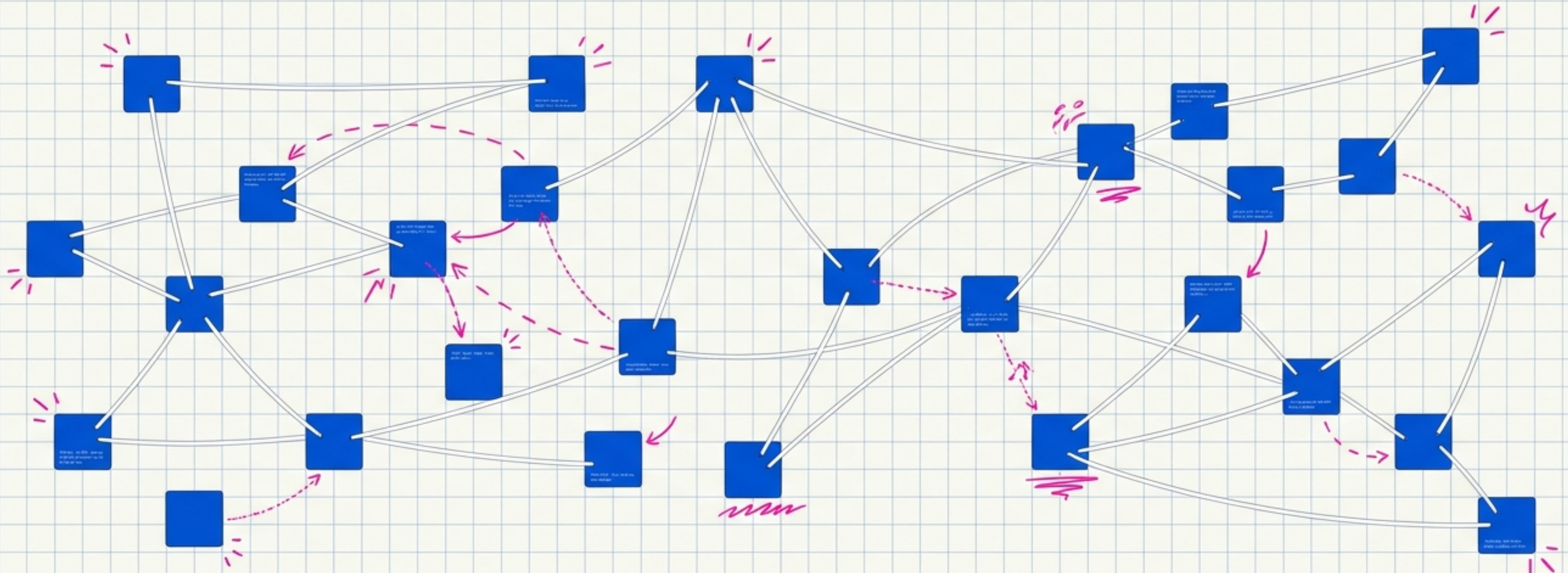


BUILD YOUR OWN INTERACTIVE WORLDS

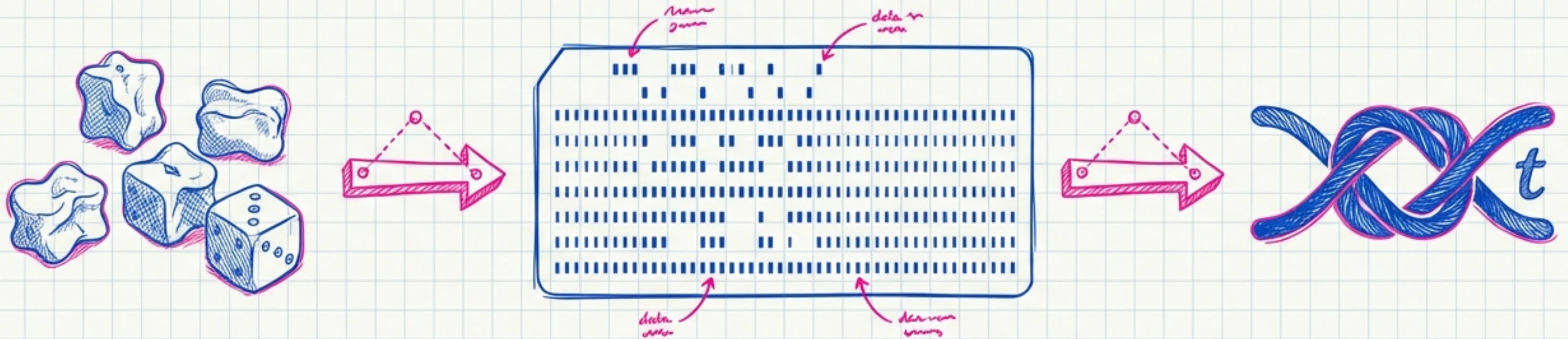
A blueprint for turning stories into games with Twine.



ADAPTED FROM "MAKE YOUR OWN TWINE GAMES!" BY ANNA ANTHROPY

EVERYONE MAKES GAMES (AND ALWAYS HAS)

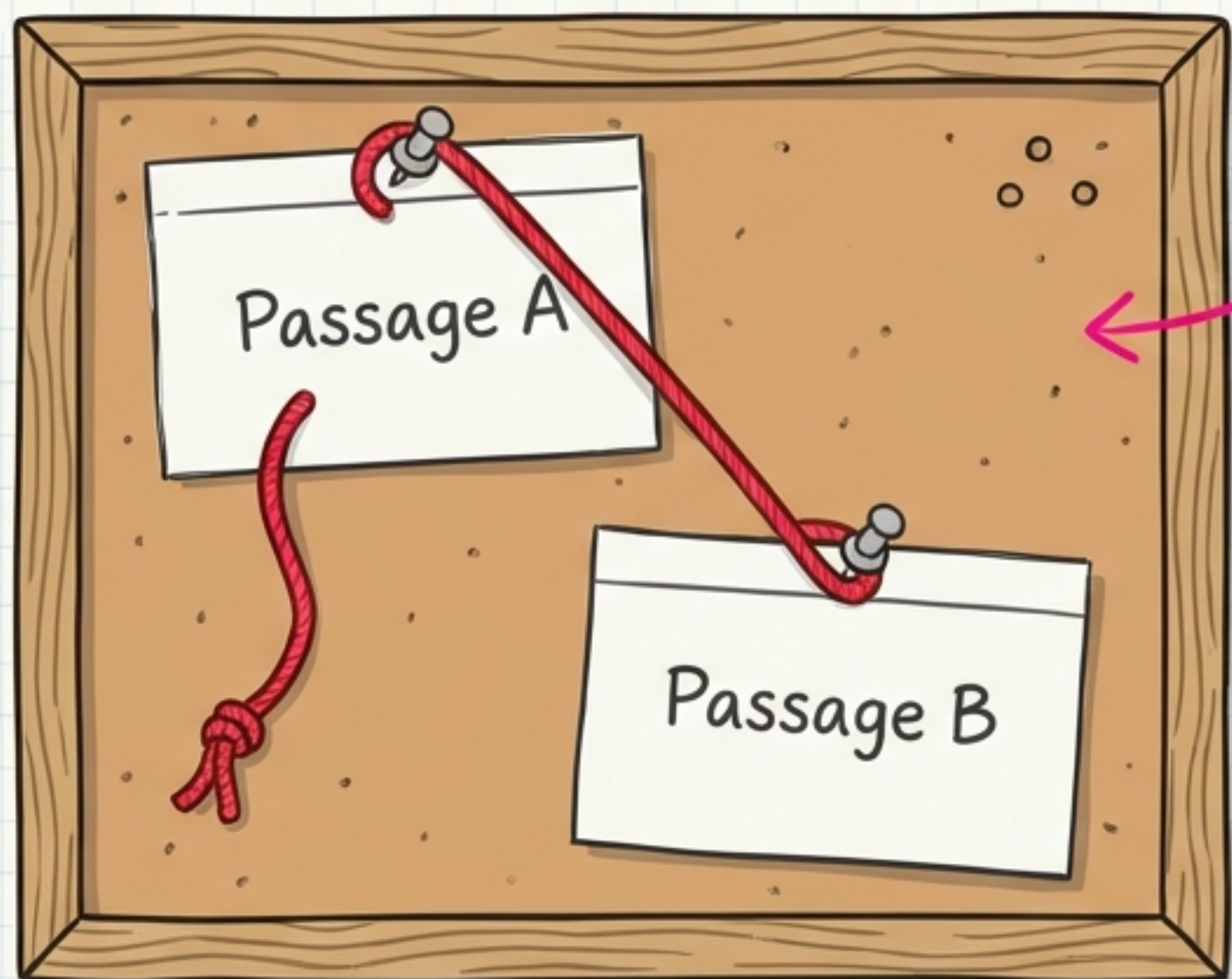
You don't need a degree in computer science.
History proves games are human nature.



From knucklebones to code.

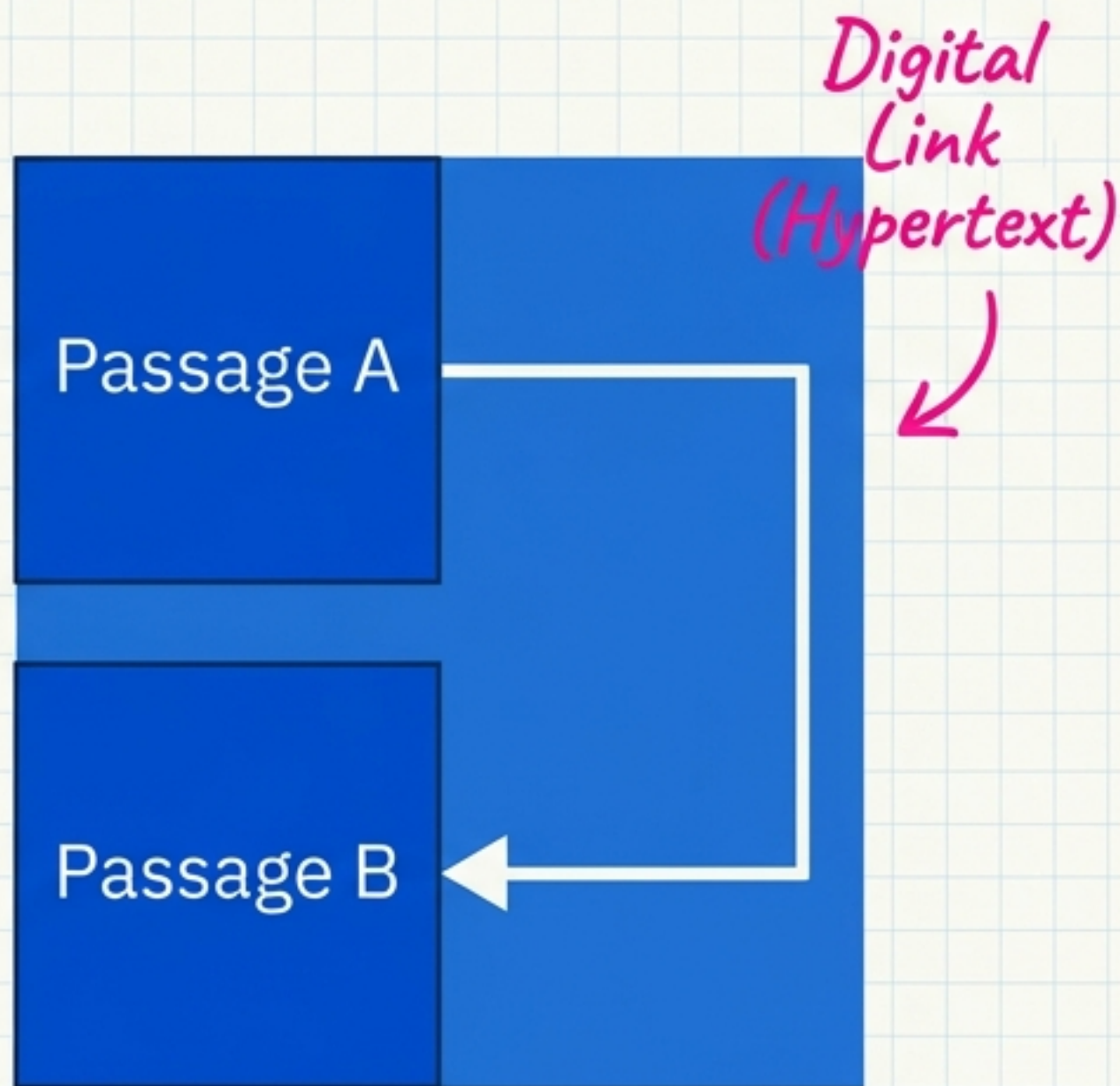
TWINE IS A DIGITAL “CHOOSE YOUR OWN ADVENTURE”

Understanding Hypertext



Physical
Link

=



Digital
Link
(Hypertext)

If you have a web browser, you have a game engine.

CARPENTRY 101: PASSAGES AND LINKS

THE BLUEPRINT (CODE)

```
[[Go to the Kitchen->Kitchen]]
```

Text the
player sees

The
Direction

Destination
Passage

THE HOUSE (RESULT)

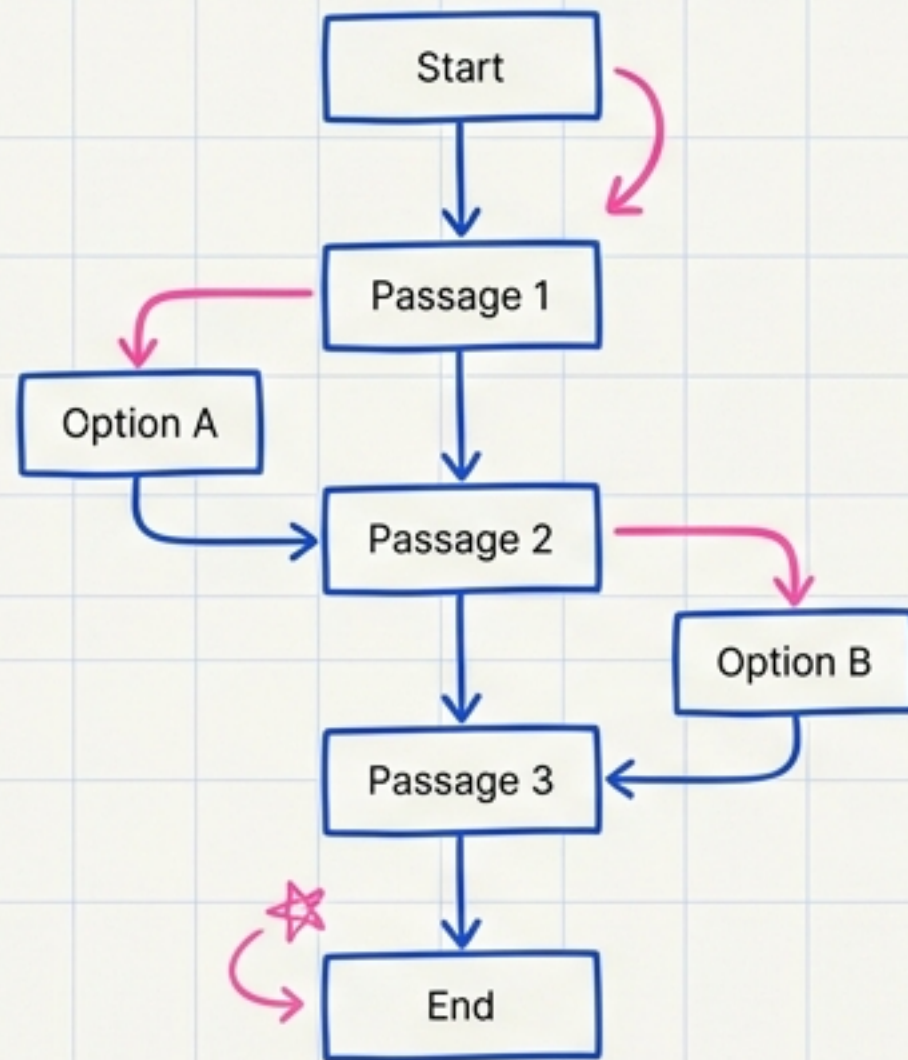
[Go to the Kitchen](#)

→ *From code to clickable adventure, just like that!!*

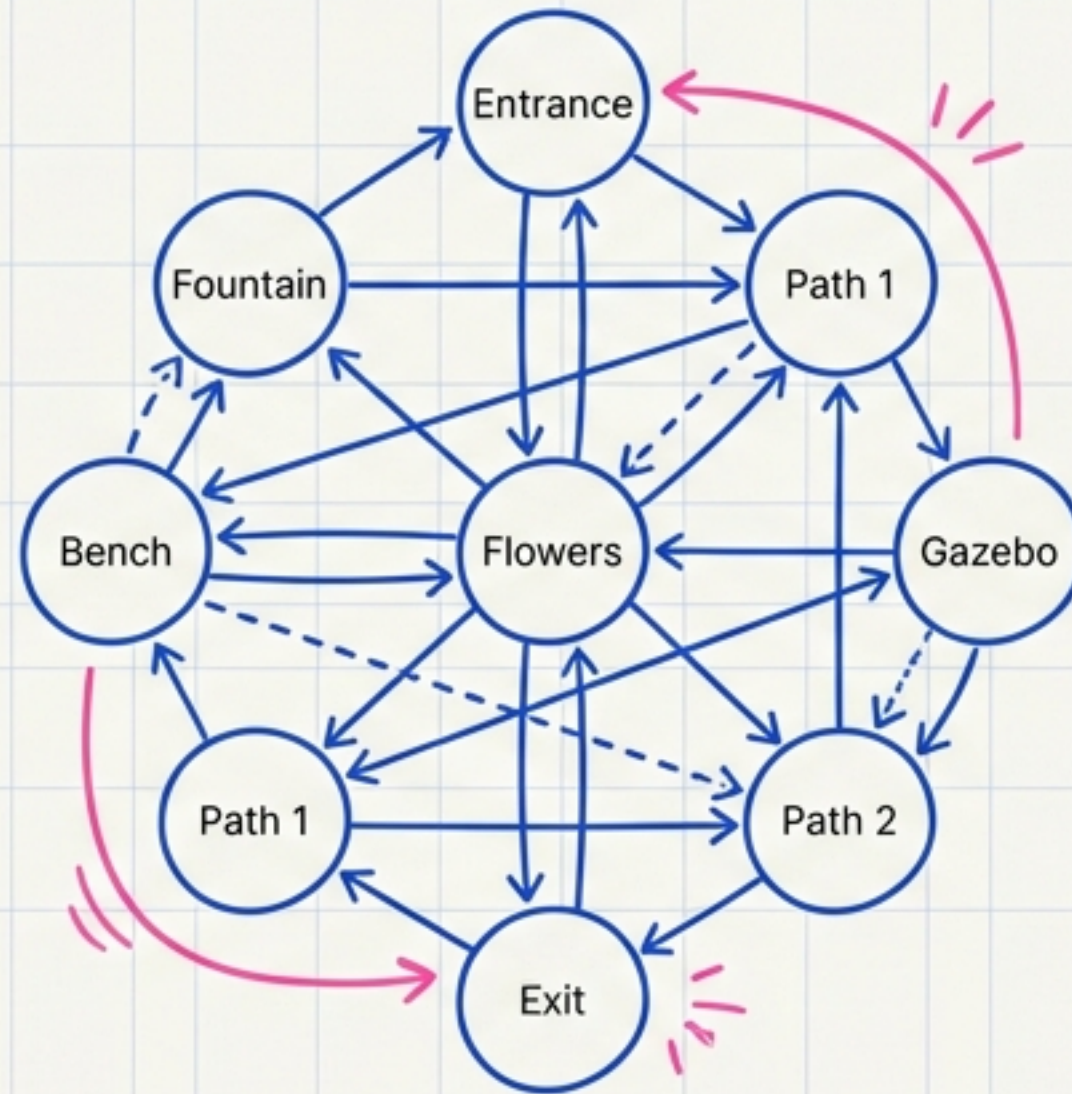
YOU ARE THE ARCHITECT

The arrangement of passages creates the shape of the story.

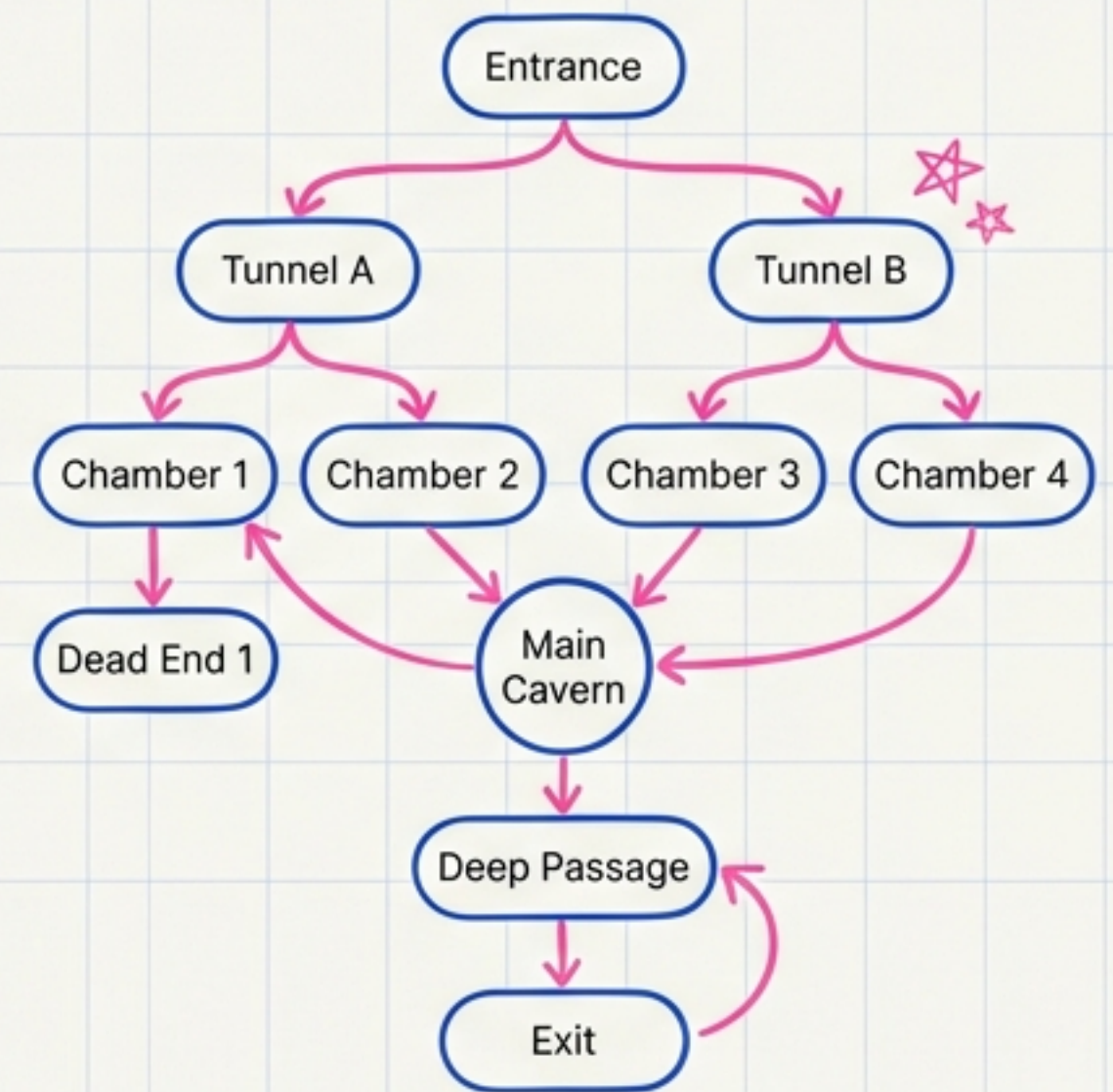
THE WATERFALL



THE GARDEN



THE CAVE

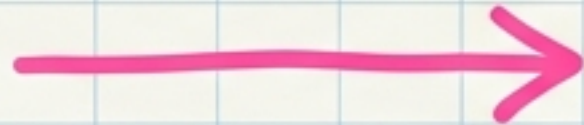


Structure defines the player's experience.

INTERIOR DESIGN: TEXT AND IMAGES

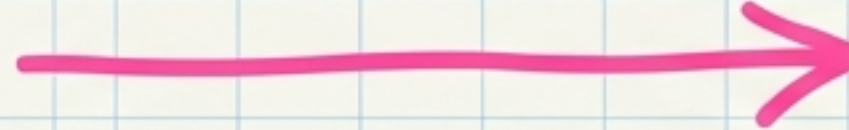
Text is Your Paint

//Italics//



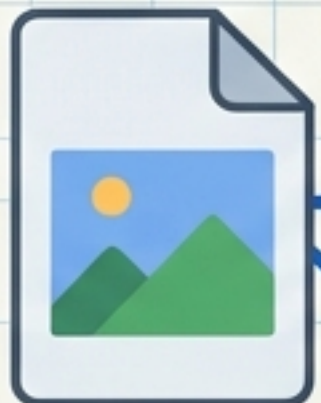
Italics

' 'Bold' '



****Bold****

The Image Rule



Desktop



Host
(e.g. PostImages)

<https://...image.jpg>

[img[]]

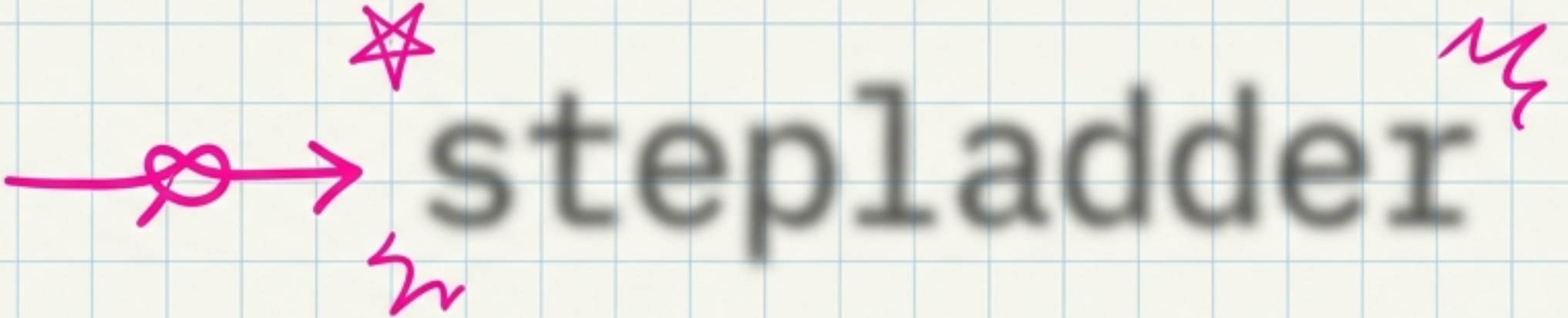


Scary!
Use sparingly.

SPECIAL EFFECTS WITH HOOKS

Making text perform.

Example 1:

`(text-style: "blur")[stepladder]` →  **stepladder**

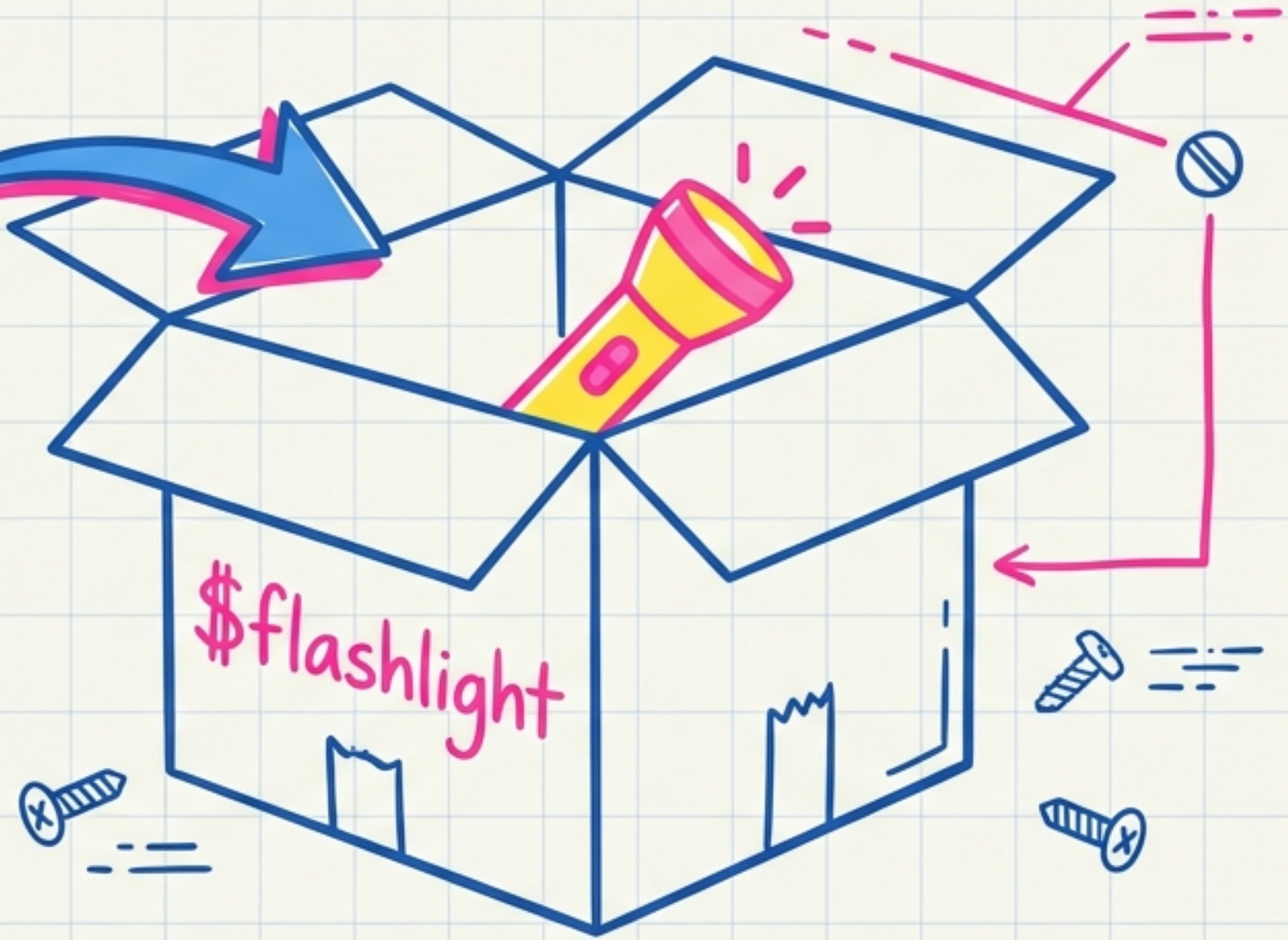
Example 2:

`(text-style: "rumble")[Earthquake!]` →  **Earthquake!**

GIVING YOUR GAME A MEMORY

Introduction to Variables (\$)

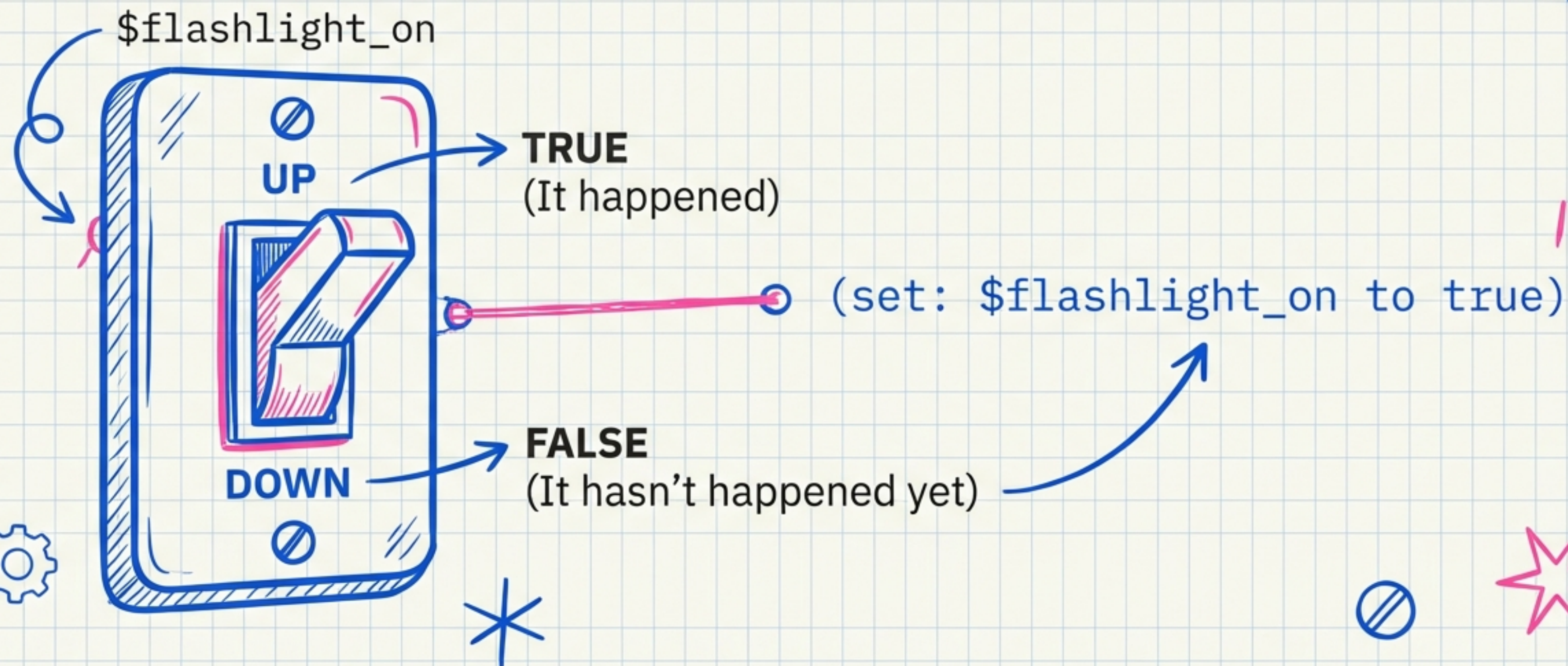
(set: \$flashlight
to "On")



Variables store information so the game doesn't forget.

LOGIC SYSTEM A: BOOLEANS

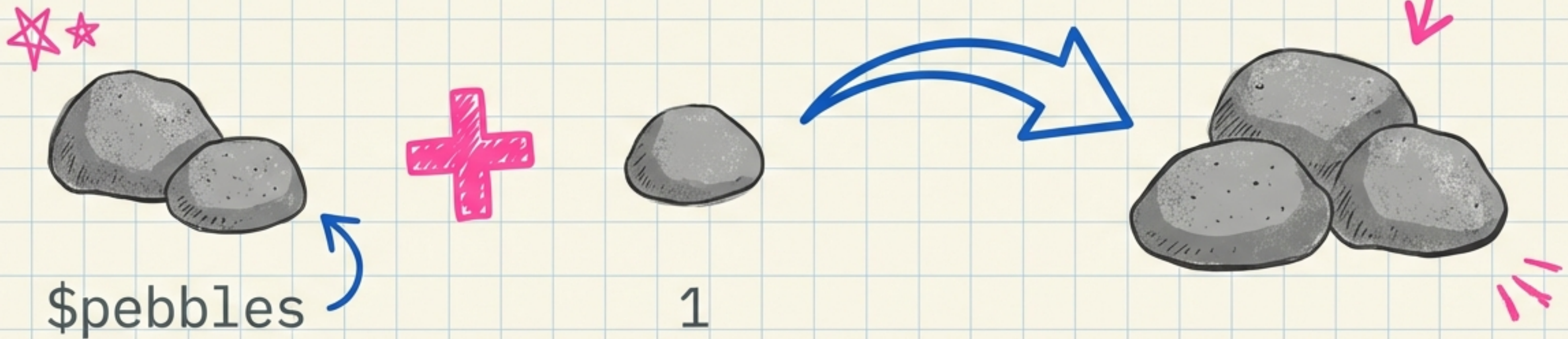
The Light Switch



LOGIC SYSTEM B: INTEGERS

The Counter

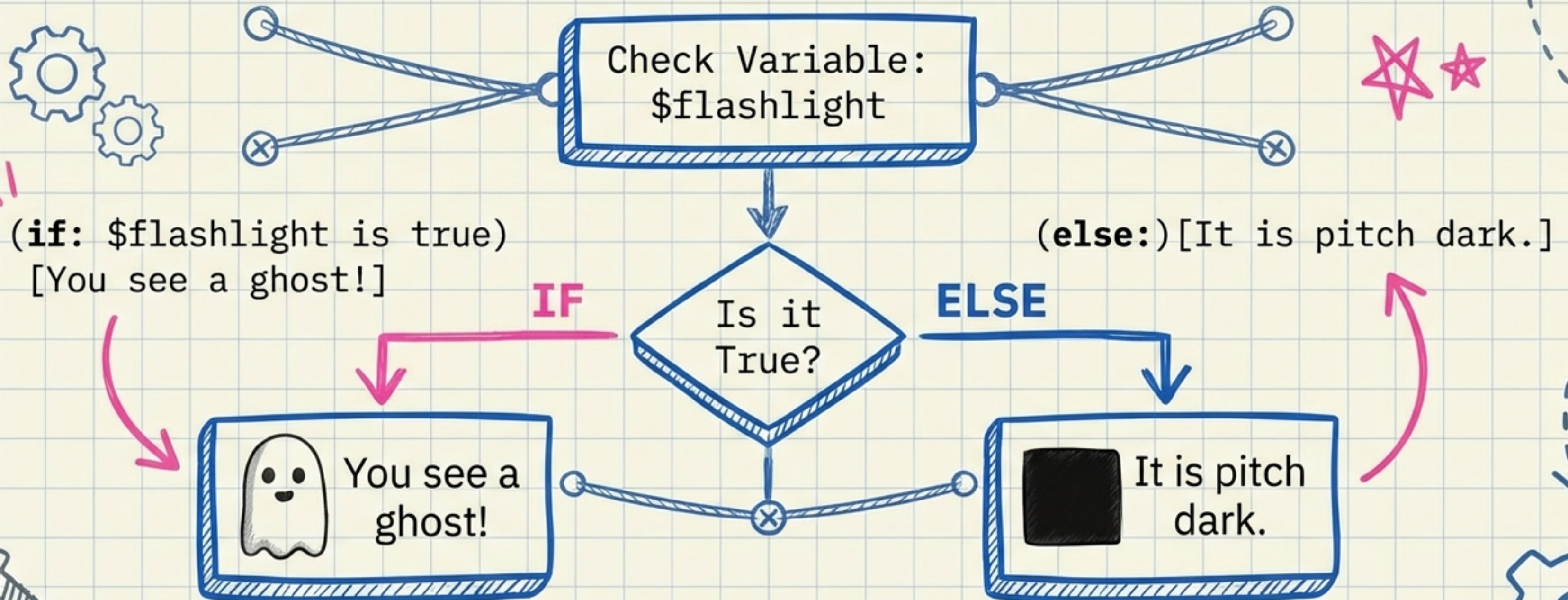
(set: \$pebbles to \$pebbles + 1)



Integers are whole numbers used for counting money, health, or items.

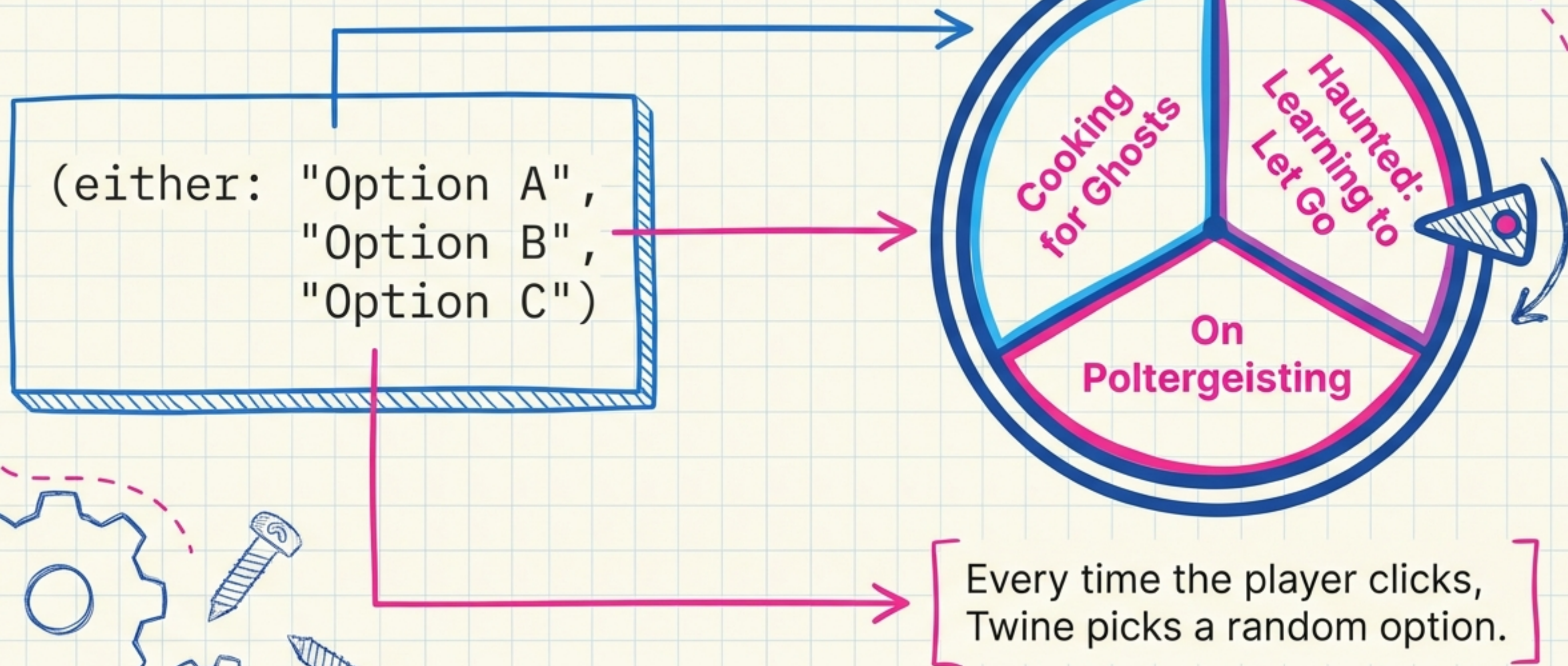
CONDITIONALS: IF AND ELSE

How the game: **How the game makes decisions.**



SURPRISE WITH RANDOMNESS

The (either:) hook



THE PAINT JOB: CSS

Changing the vibe with the Stylesheet.

Before

Ghost Burgers:
Standard white
text on black.

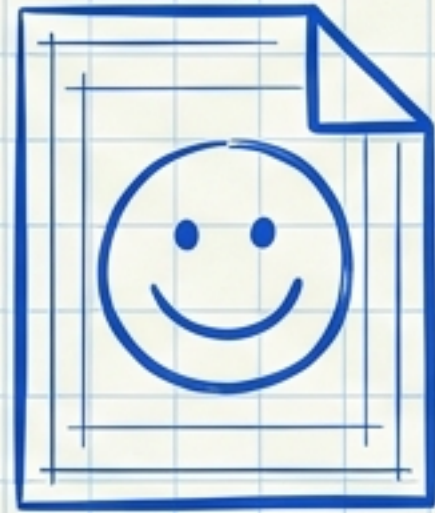
```
tw-passage {  
  font-family: Courier New;  
  color: hotpink;  
  border: dashed blue;  
}
```

After

Ghost Burgers:
Hot Pink text
on black.

THE OPEN HOUSE: PUBLISHING

Your game is just a file.



game.html

Publish to File creates a single HTML file you can email, upload, or save to USB.

Itch.io

Neocities

Philome.la

Publish to File

START WITH A JOURNAL, A DREAM, OR A JOKE



**GO TO TWINERY.ORG AND MAKE
SOMETHING WEIRD TODAY.**