

MAKE YOUR OWN TWINE GAMES!



**A guide to interactive storytelling,
adapted from the work of Anna Anthropy.**

Tip: Start
with a
simple
story!

Everyone Makes Games



**Designer Games
(Corporate)**

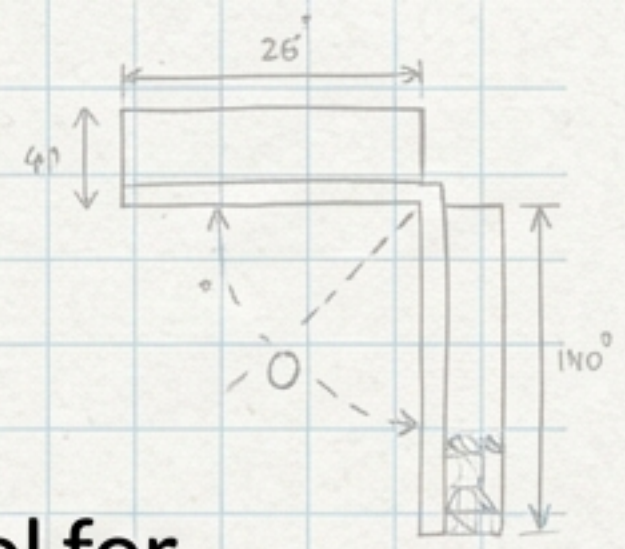
VS



Folk Games

Games aren't just commercial products; they are folk art. Like Tag, they evolve as players ask, 'What if we changed the rules?' They are windows into other worlds that we build together.

The Tool: What is Twine?



Interview with a Cat:
Twine Basics



Twine is a **free**, open-source tool for telling interactive, non-linear stories.



Think of it as a digital '**Choose Your Own Adventure**' book.



It uses **Hypertext**: highlighted words that transport you instantly to a new page.

Do you need to code?
NO. If you can type words, you can make a game.

Getting Started: The Pinboard

The image shows a screenshot of the Twine website interface, which is designed to look like a corkboard or pinboard. The interface includes a sidebar on the left with a '+ Story' button, a main workspace with various cards (Notes, Stories, Storiet flow), and a 'Create a new story' dialog box. Annotations with numbered circles and arrows guide the user through the initial steps: 1. Go to twinery.org (arrow to the browser address bar), 2. Click +Story (arrow to the sidebar button), and 3. Name your story (e.g., 'Interview with a Cat') (arrow to the dialog box input field). A large speech bubble on the right states: 'The interface is your desk. Treat it like a physical workspace.' The entire interface is set against a light blue grid background.

1 Go to twinery.org

2 Click +Story

3 Name your story (e.g., 'Interview with a Cat')

The interface is your desk. Treat it like a physical workspace.

The Building Block: The Passage

Untitled Passage

Double-click this
passage to edit it.

A Passage =
A Room in your House
(or a Page in your Book)

When you type your first word, the ghost
text vanishes. You are now the architect.



The Magic Syntax: Linking

The Container.

[[What does "meh" mean? → Meh]]

THE HOOK:

What the player sees.

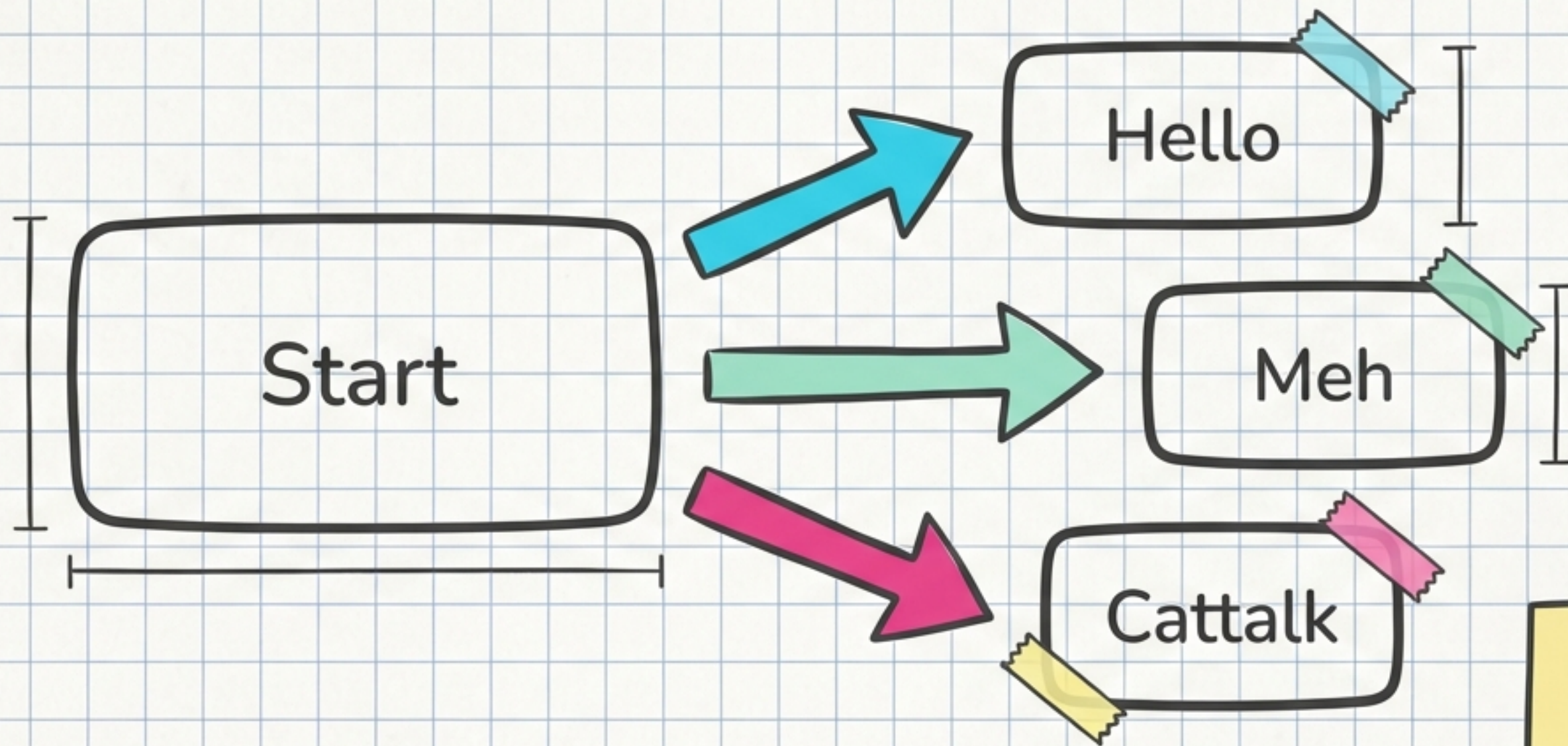
**THE
ARROW**

THE DESTINATION:

The room they
travel to.



Weaving the Web

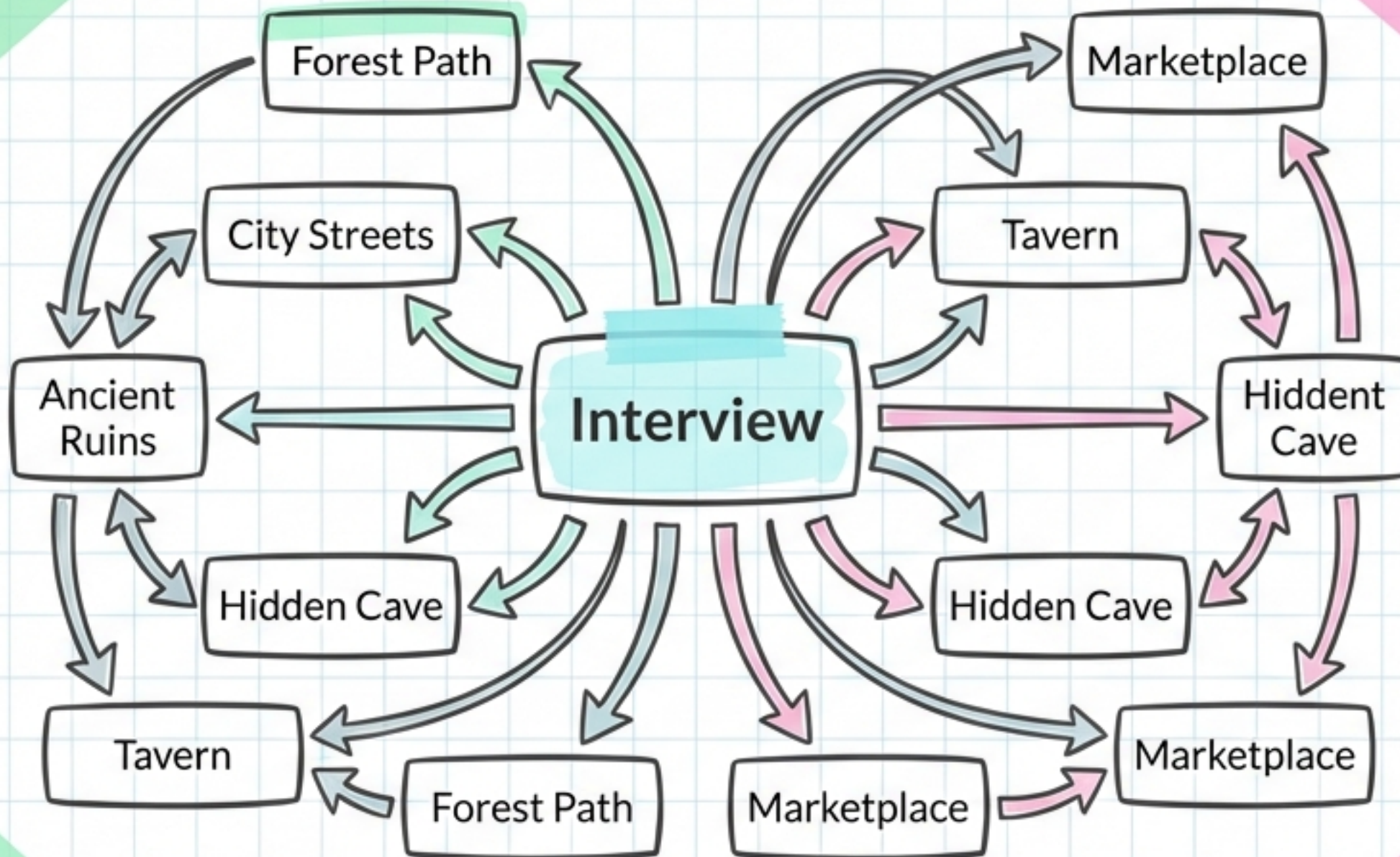


Magic! When you type a link like `[[Hello->Hello]]`, Twine automatically creates the new passage for you.

Pro Tip

Finish writing your current passage before running off to fill the new ones!

Branching Paths & The Hub



The Hub Structure:
Create a central “Table of Contents” passage.
Allow players to explore different branches and loop back to the center. This lets them explore in any order.

Pro Tip

Think of your Hub as the player's home base for their journey!





Design Technique: The Menu Choice



Which creature will you choose for your journey?

[[Ride a magic dragon->DragonRide]]
[[Ride a magic fruit bat->BatRide]]



The Menu:

Best for decisive moments.
Placing links in a list invites comparison.

Design Technique: Environmental Exploration

A huge chandelier tinkles over your head. The pillows on the couch are embroidered. Beautiful candles are twinkling in every corner.

Exploration:

Place links **inside** sentences to encourage looking around. The player lingers in the room rather than rushing the plot.

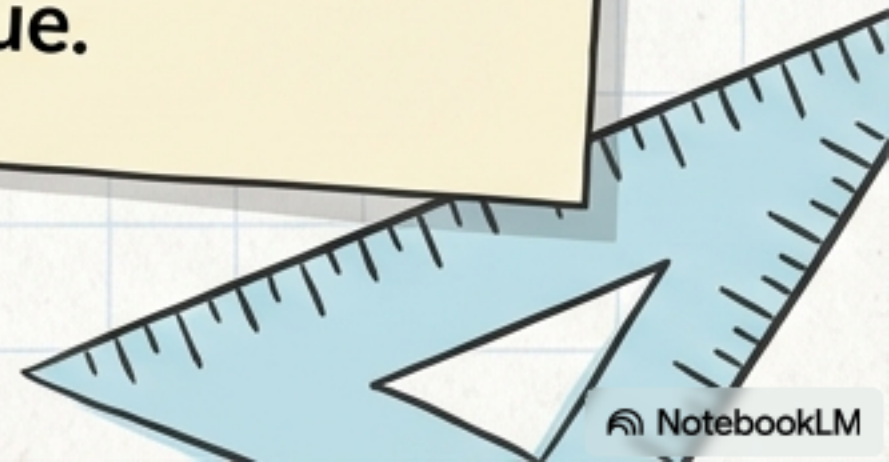
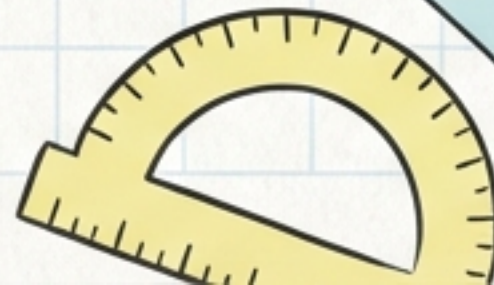
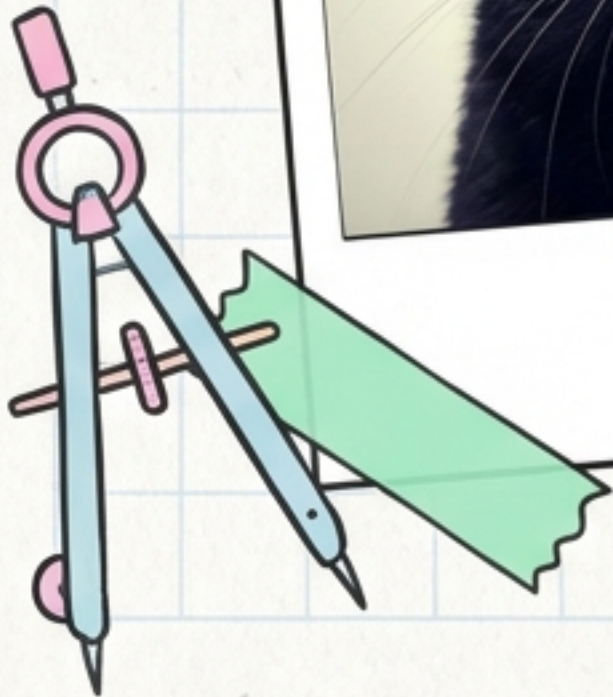
Pro Tip: This technique makes the world feel richer and more interactive, perfect for mystery or exploration-heavy games!

Engagement: Secrets & Rewards



0_0

Hide secrets to reward curiosity.
In 'Interview with a Cat', you only see this photo if you ask **one specific, persistent question**. Make every player's path unique.



The Bug Hunt



Toolbox



**Start
Passage**

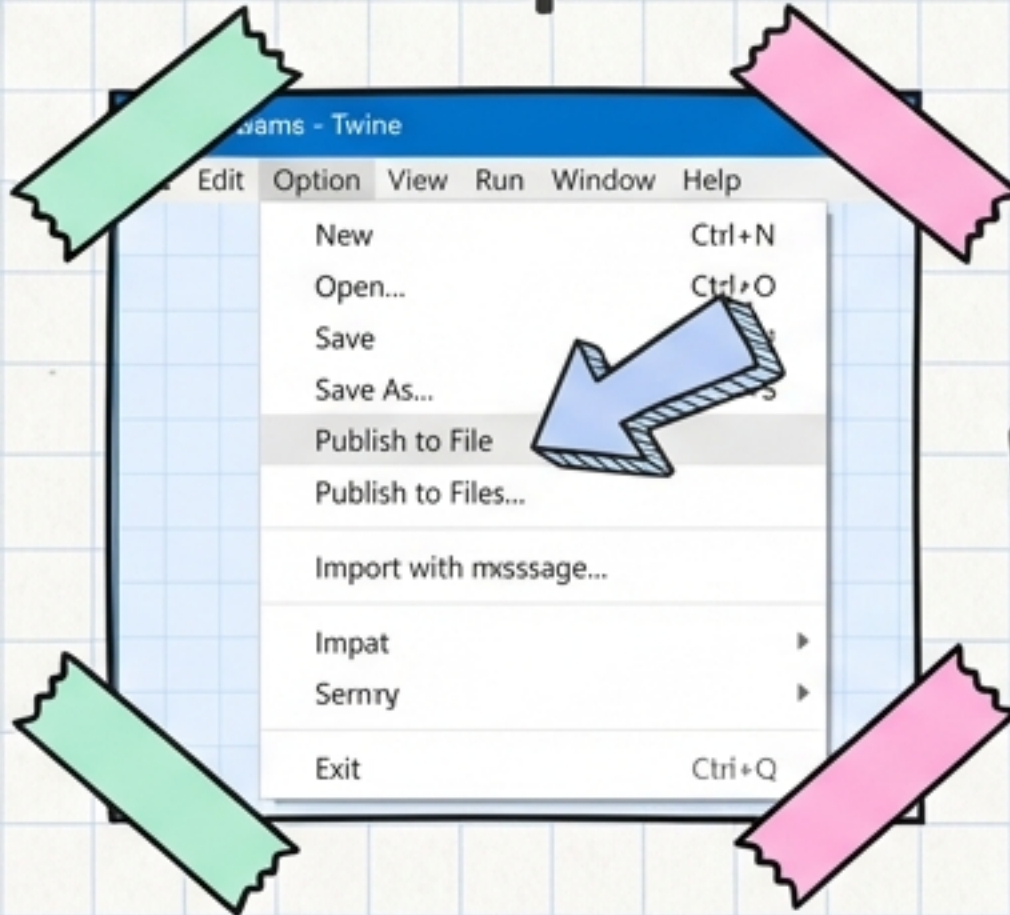


**Enter
Debug View**

Bugs are mean little creatures that mess up your buttons.
Use "Debug View" to rewind time, check your links, and squash them.

Publishing: It's Just a File

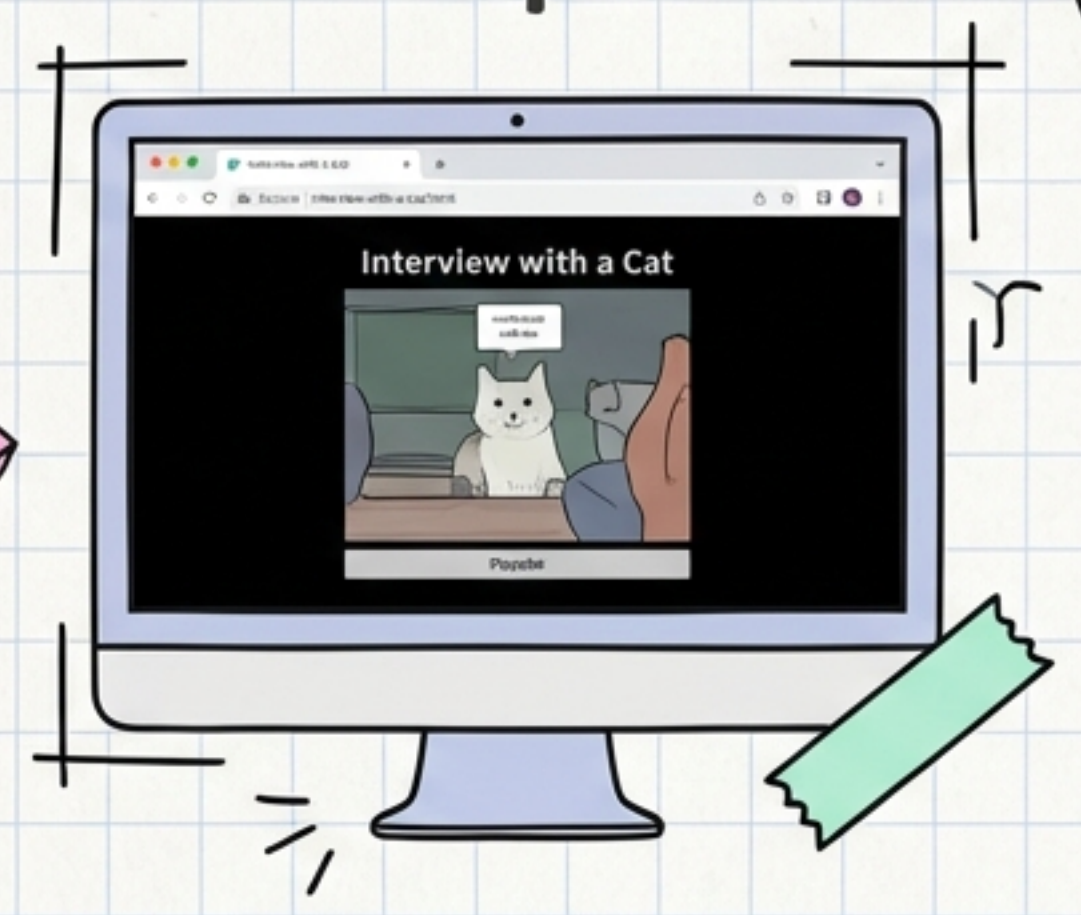
Step 1



Step 2



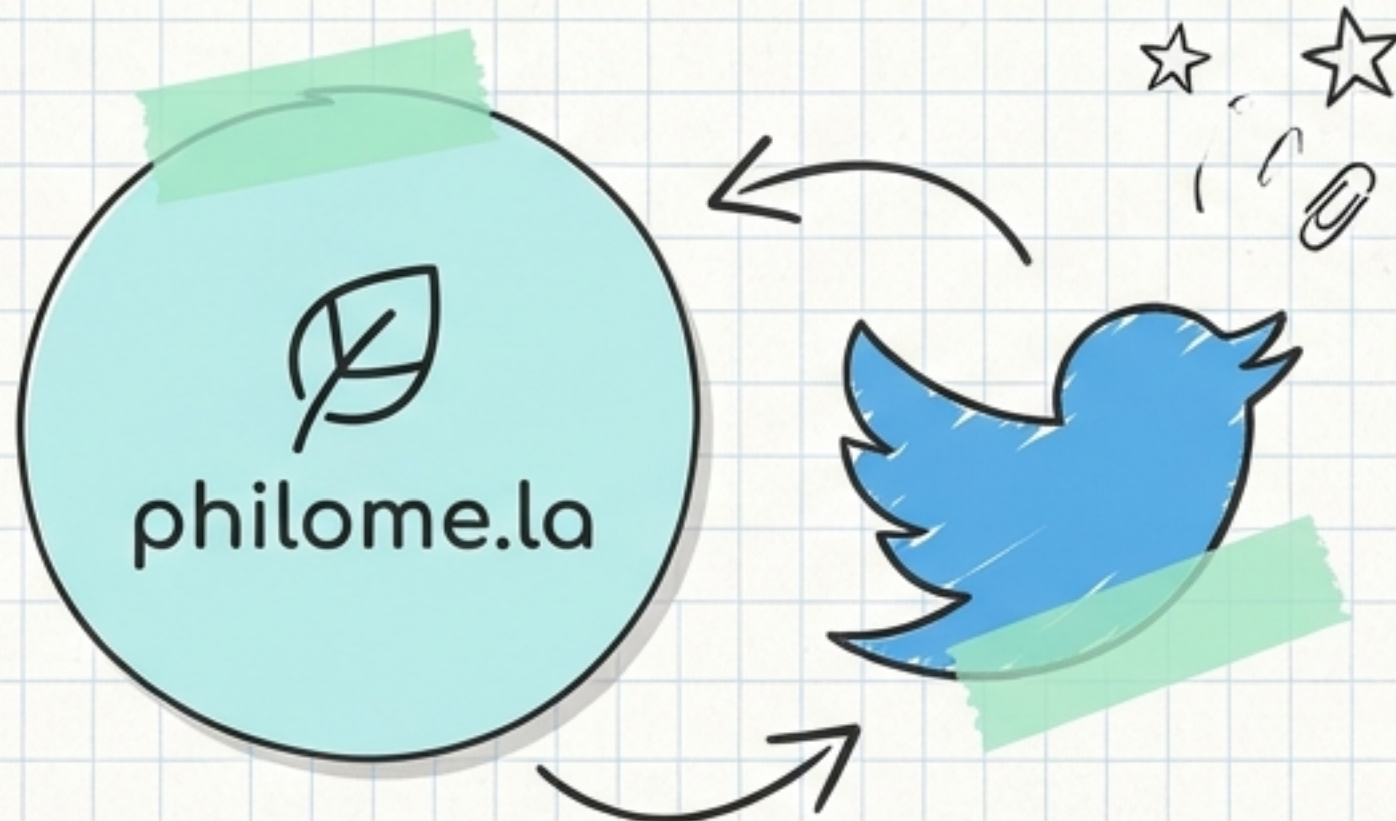
Step 3



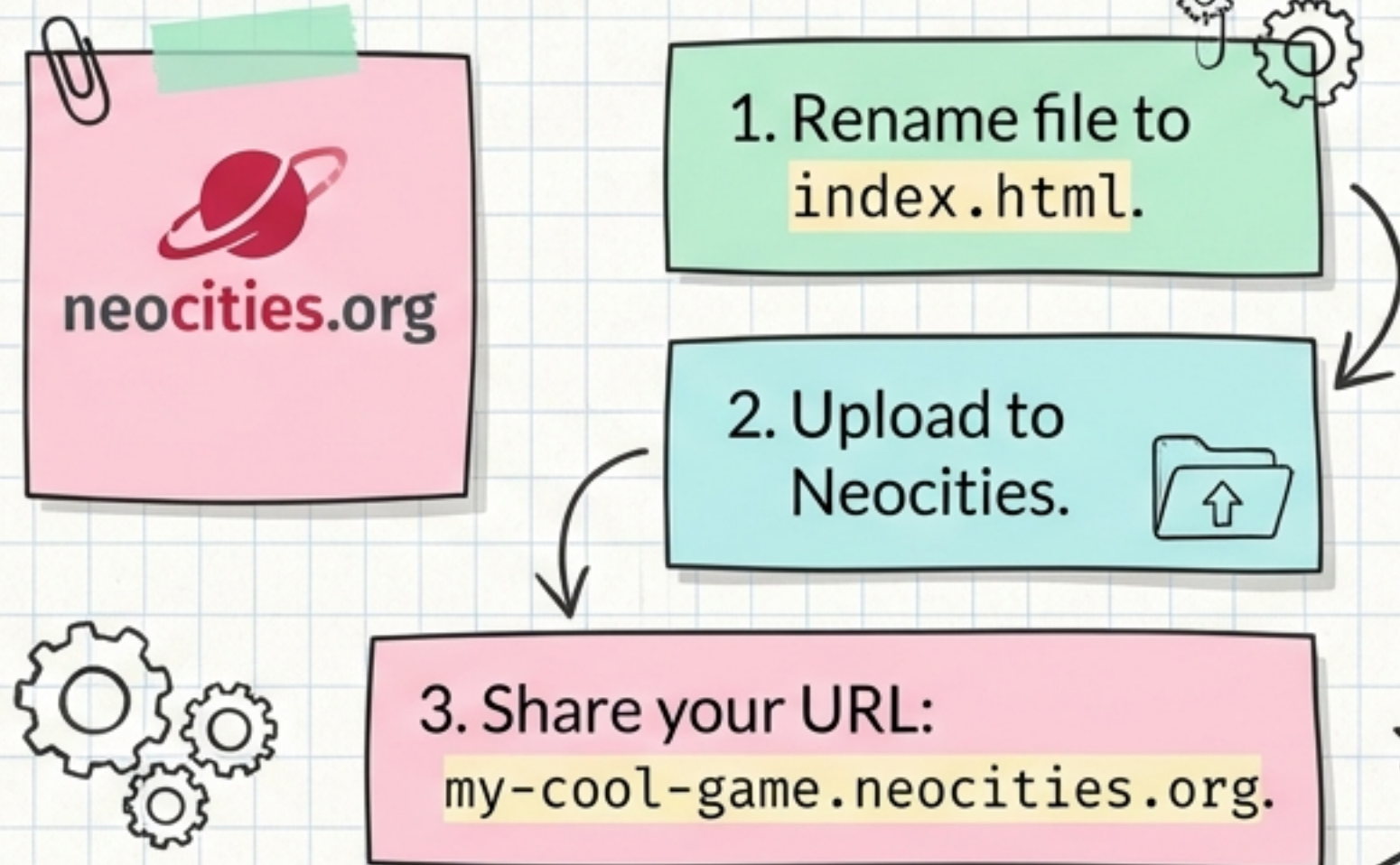
Twine creates a standard HTML file. It lives on your computer, but it IS a webpage. You can email it to a friend and they can play it instantly.

Hosting Your Game Online

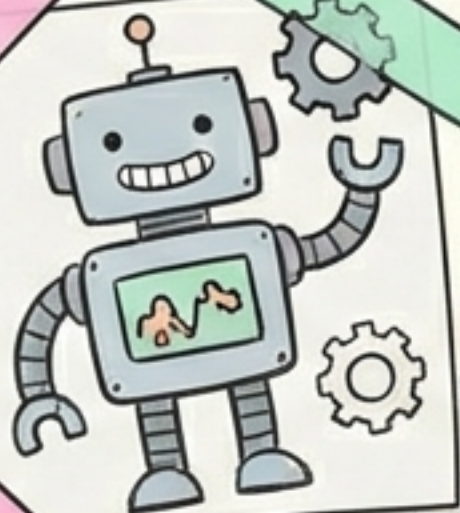
Quick & Easy Fredoka One



Custom Home Fredoka One



Your Turn



robot



weird
dream
cloud



funny
story
book

"Don't let anyone
tell you otherwise.
Start small. Big
ideas grow like
towering castles,
but rarely do they
get finished."

