

Instruction

- “Rainstorm” is a Twine interactive narrative project based on HTML, which means that you don’t need to install Twine and import it into Twine. You can directly take an experience by clicking the image above or the link to open it.
- To enjoy a complete narrative experience, you need to open the project in a desktop or a laptop browser, such as Safari and Chrome. Because images and texts are likely to display in inappropriate positions and sizes in a smartphone’s web browsers.
- Click the mouse to navigate through the story, choosing roads that you want to take and picking up items that you want to collect.
- You are expected to arrive at the destination within 60 mins. While some items are necessary in order to unlock the next plot, some items are set to help you save time when meet obstacles on the roads. But the processes of collecting items will also take your time. Thus, you need to consider keeping balance between collecting items and saving time in order to success in the story.