

# MAKE YOUR OWN TWINE GAMES!



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



# Everyone Makes Games



**Designer Games  
(Corporate)**

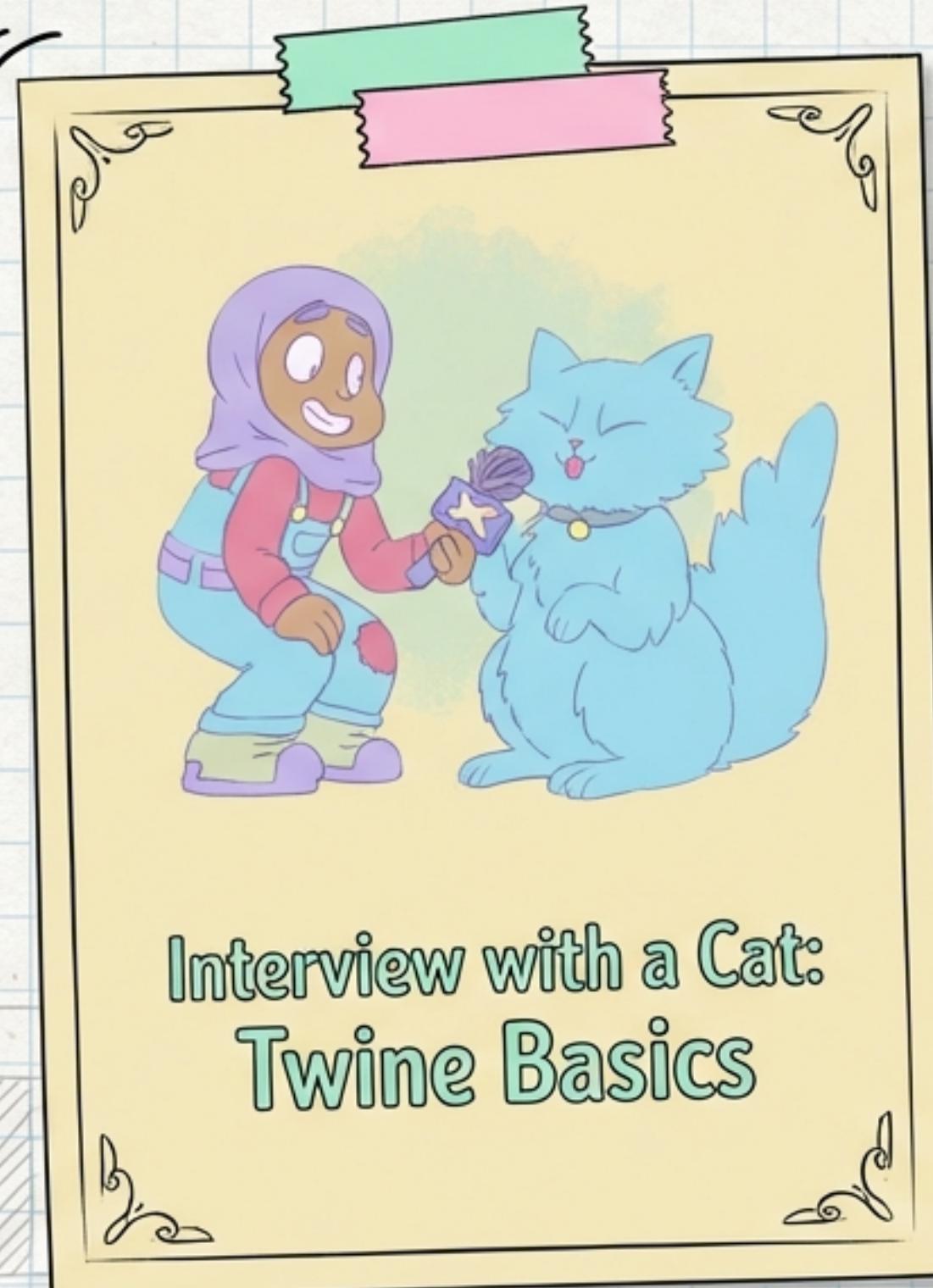
VS



**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?



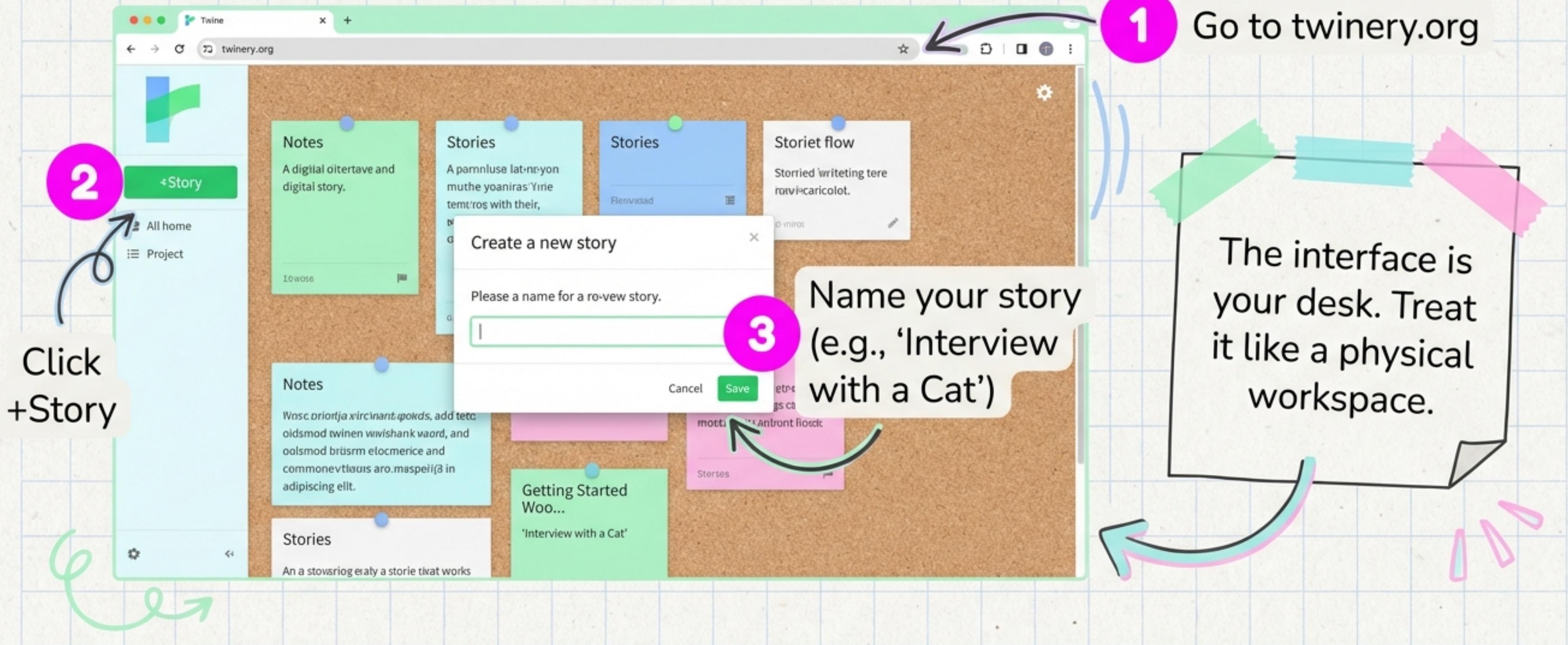
Twine is a **free**, open-source tool for telling interactive, non-linear stories.

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.

# Gettitting Started: The Pinboard



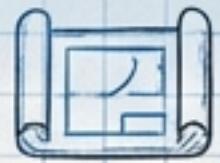
# The Building Block: The Passage

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

Untitled Passage

Double-click this  
passage to edit it.

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:**

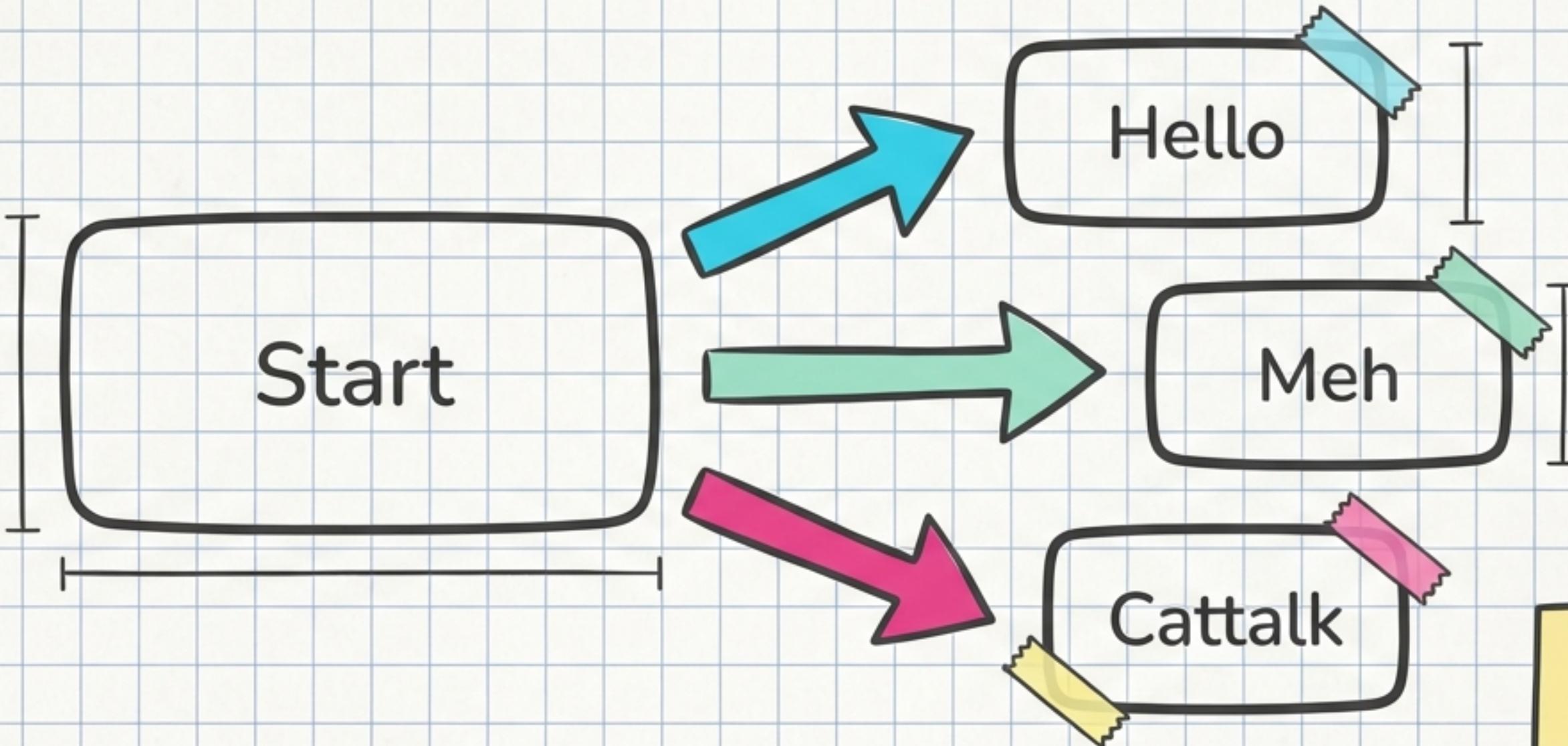
What the player sees.

**THE  
ARROW**

**THE DESTINATION:**

The room they travel to.

# Weaving the Web



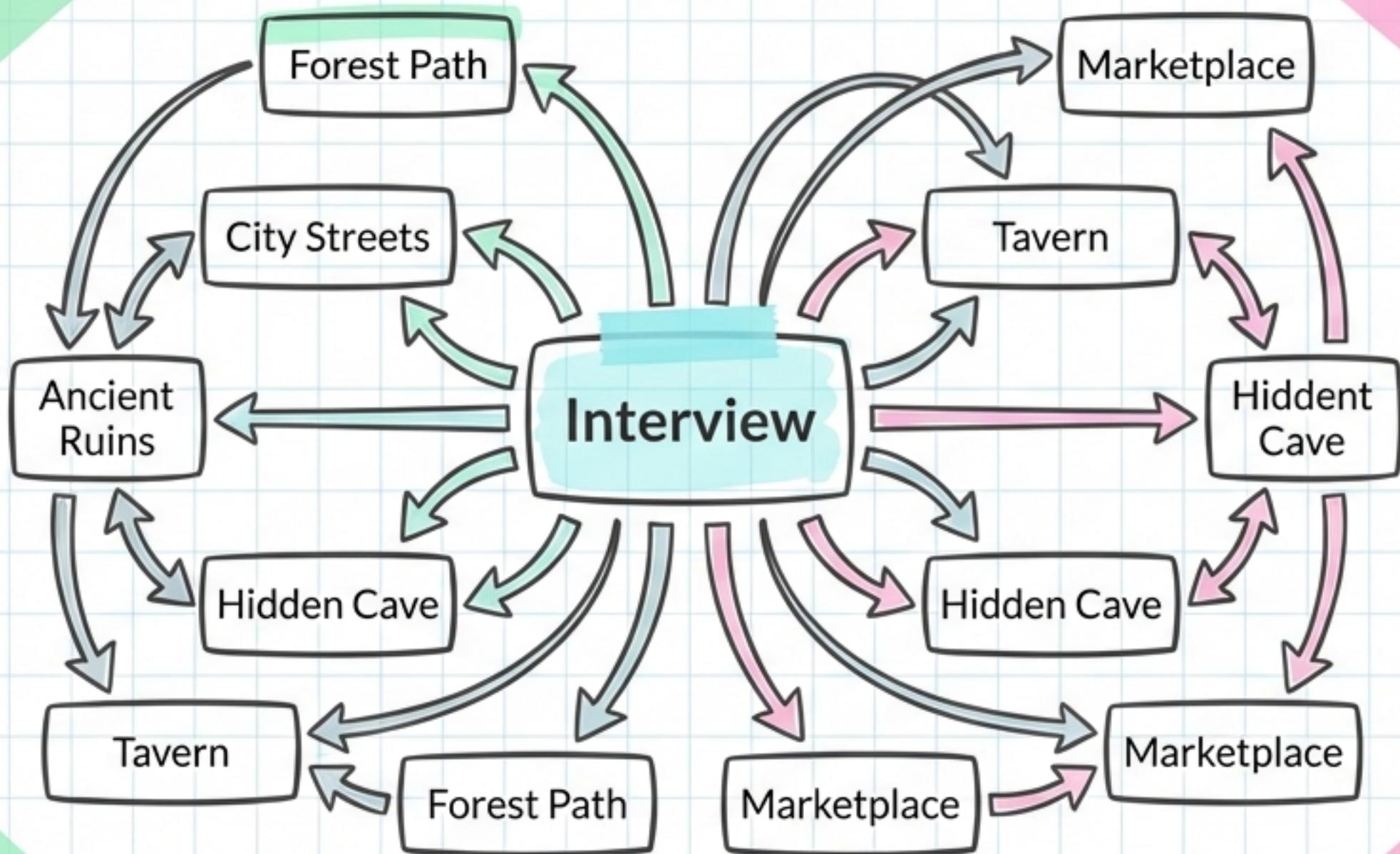
Magic! When you type a link like [[Hello->Hello]], Twine automatically creates the new passage for you.



## 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.

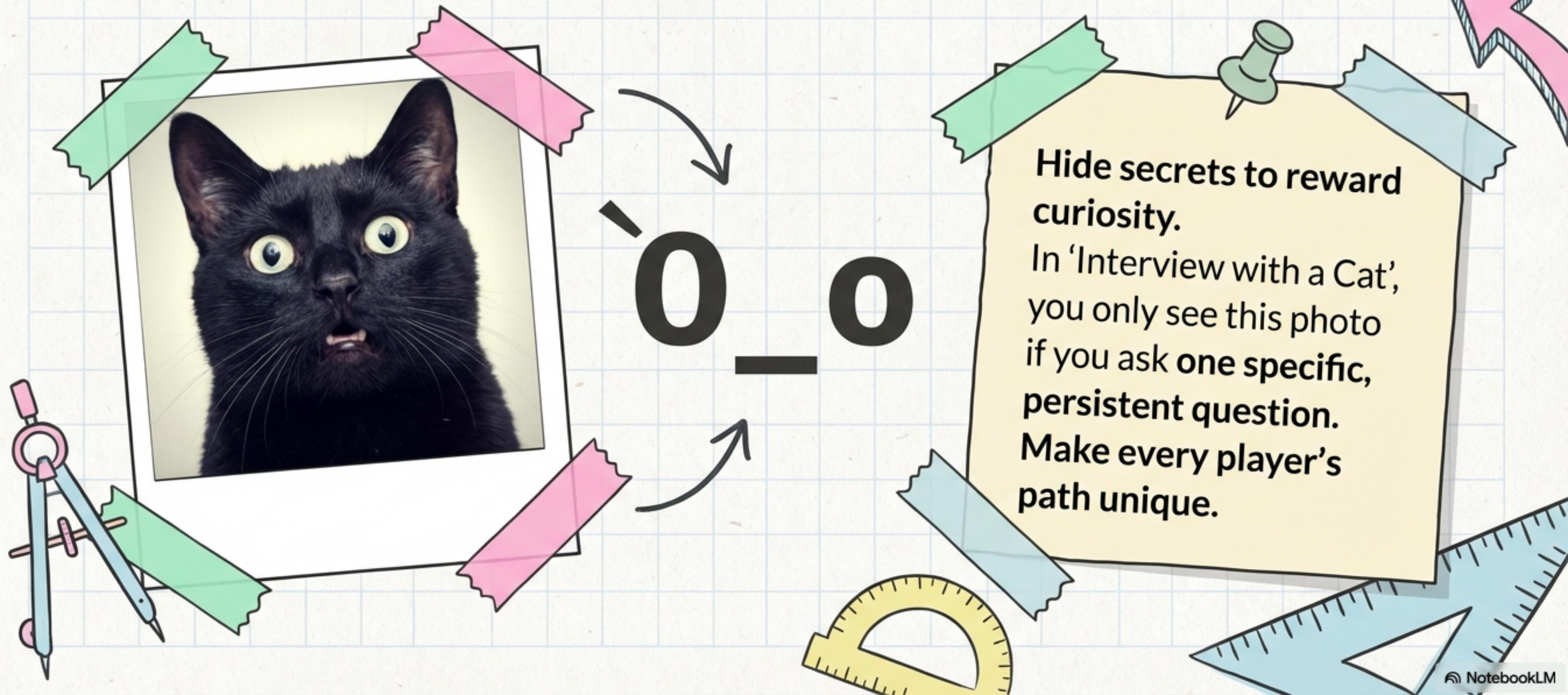
Beautiful candles are twinkling in every corner.

## 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 interactive, perfect for mystery or exploration-heavy games!

# Engagement: Secrets & Rewards



# The Bug Hunt



**Toolbox**



**Start  
Passage**

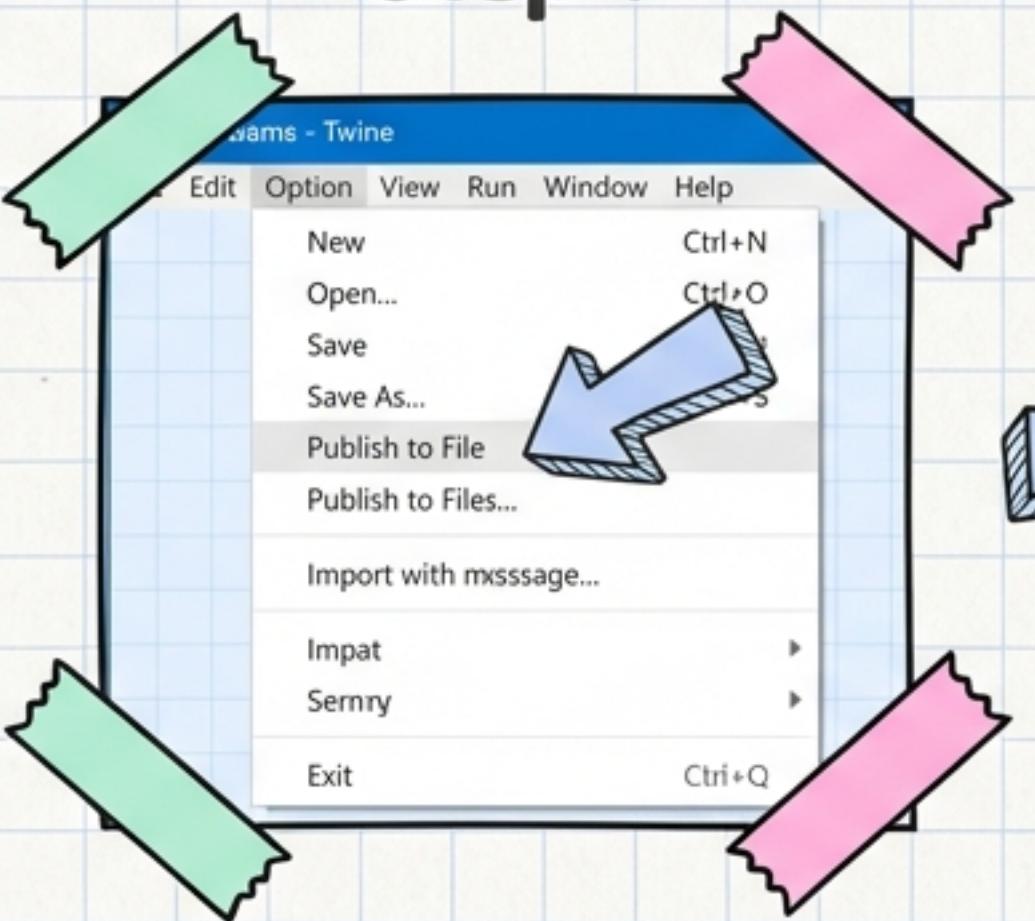


**Enter  
Debug View**

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

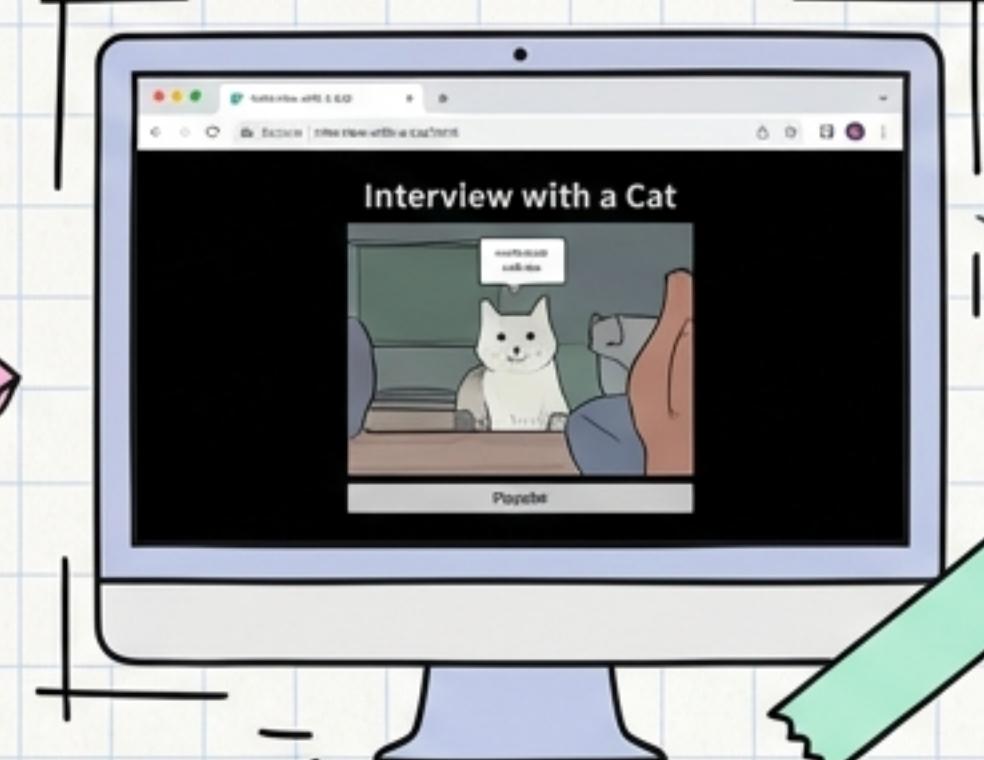
## Step 1



## Step 2



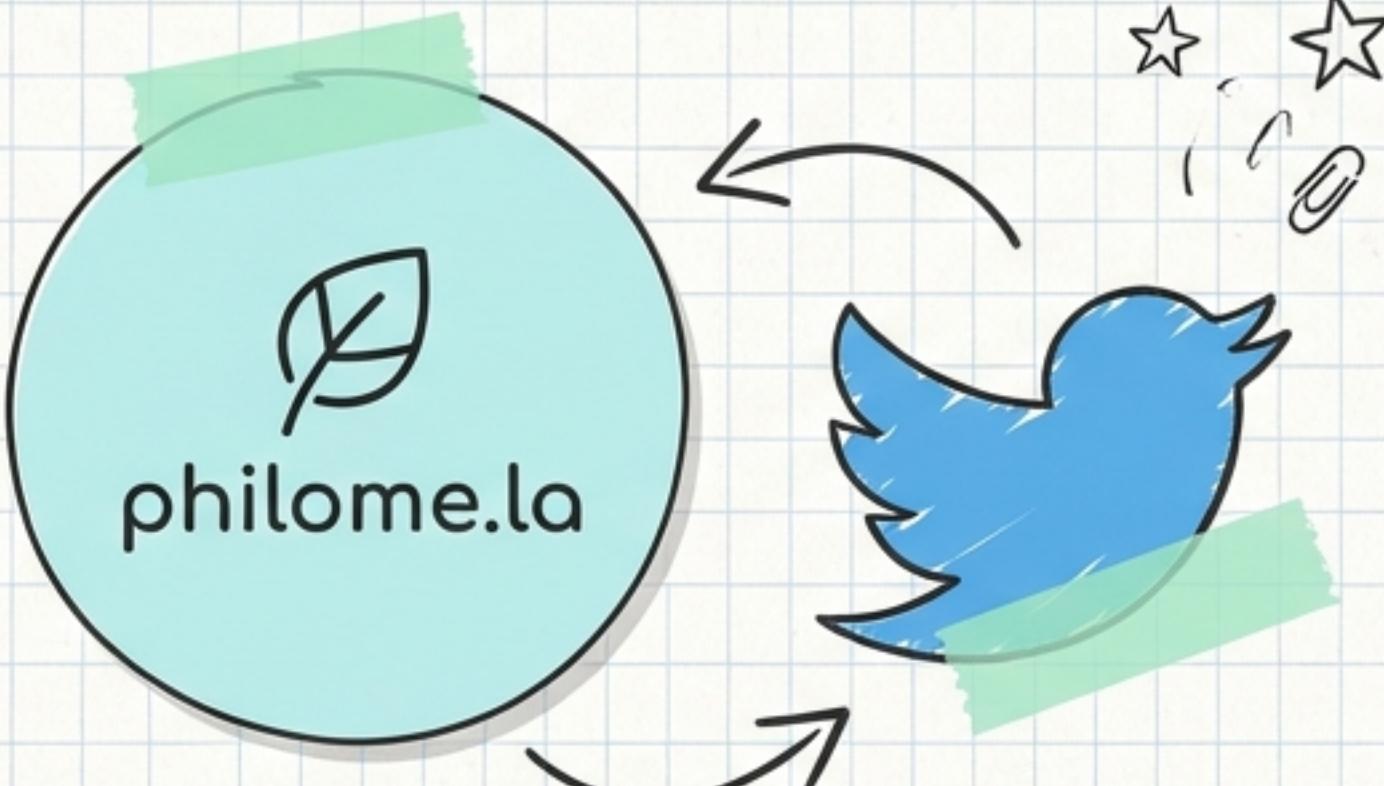
## Step 3



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



1. Rename file to index.html.
2. Upload to Neocities.
3. Share your URL:  
my-cool-game.neocities.org.

# Your Turn

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

