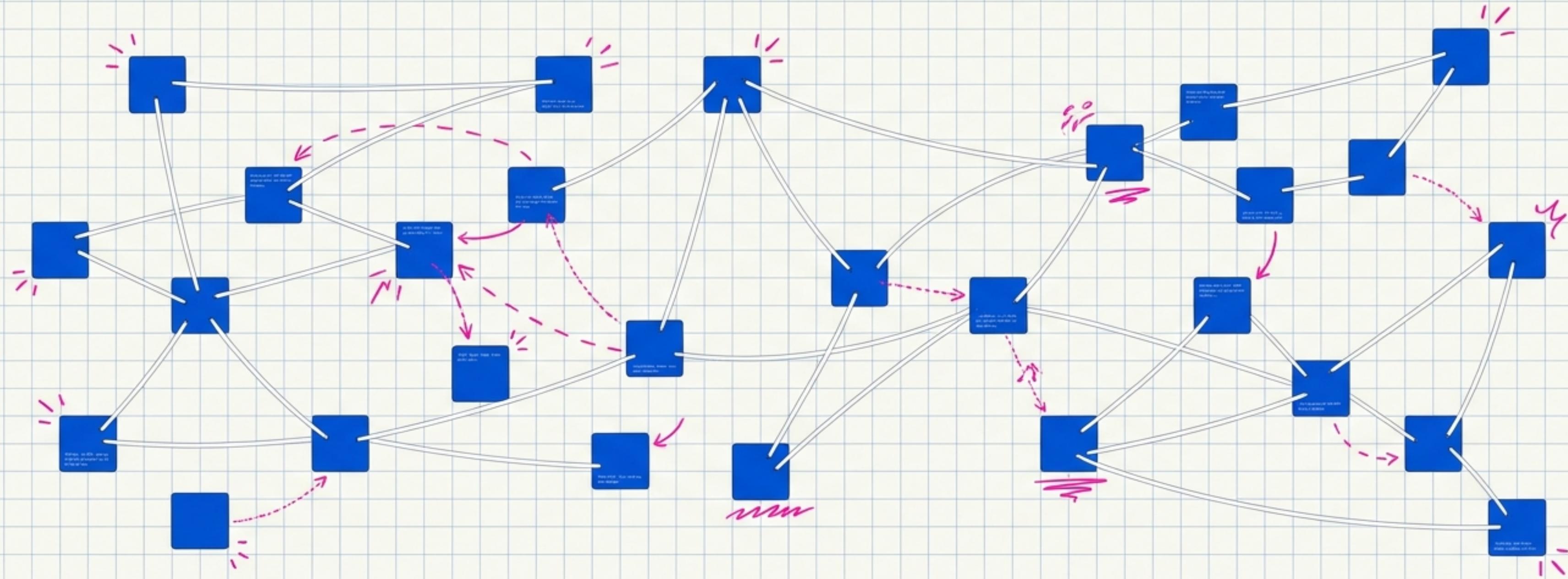


BUILD YOUR OWN INTERACTIVE WORLDS

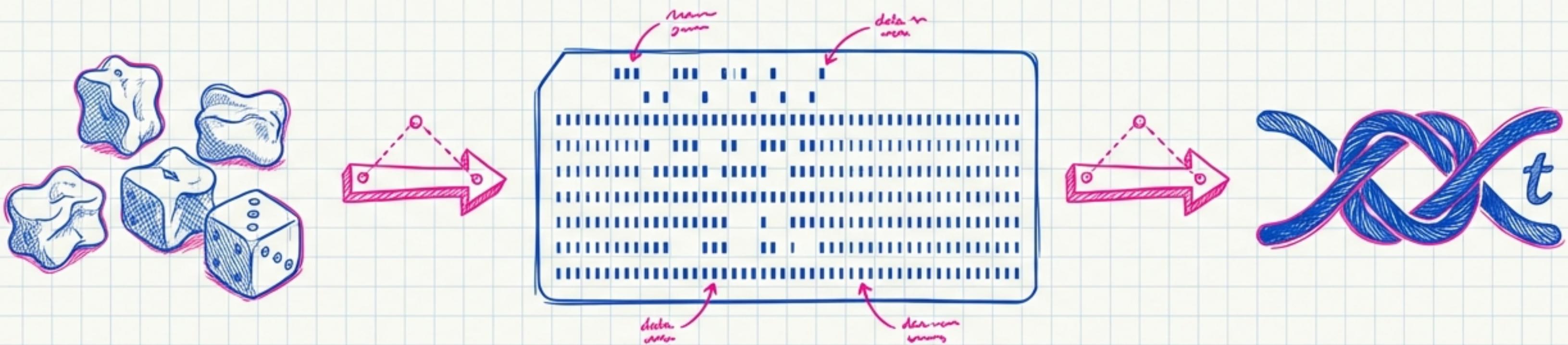
A blueprint for turning stories into games with Twine.



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

EVERYONE MAKES GAMES (AND ALWAYS HAS)

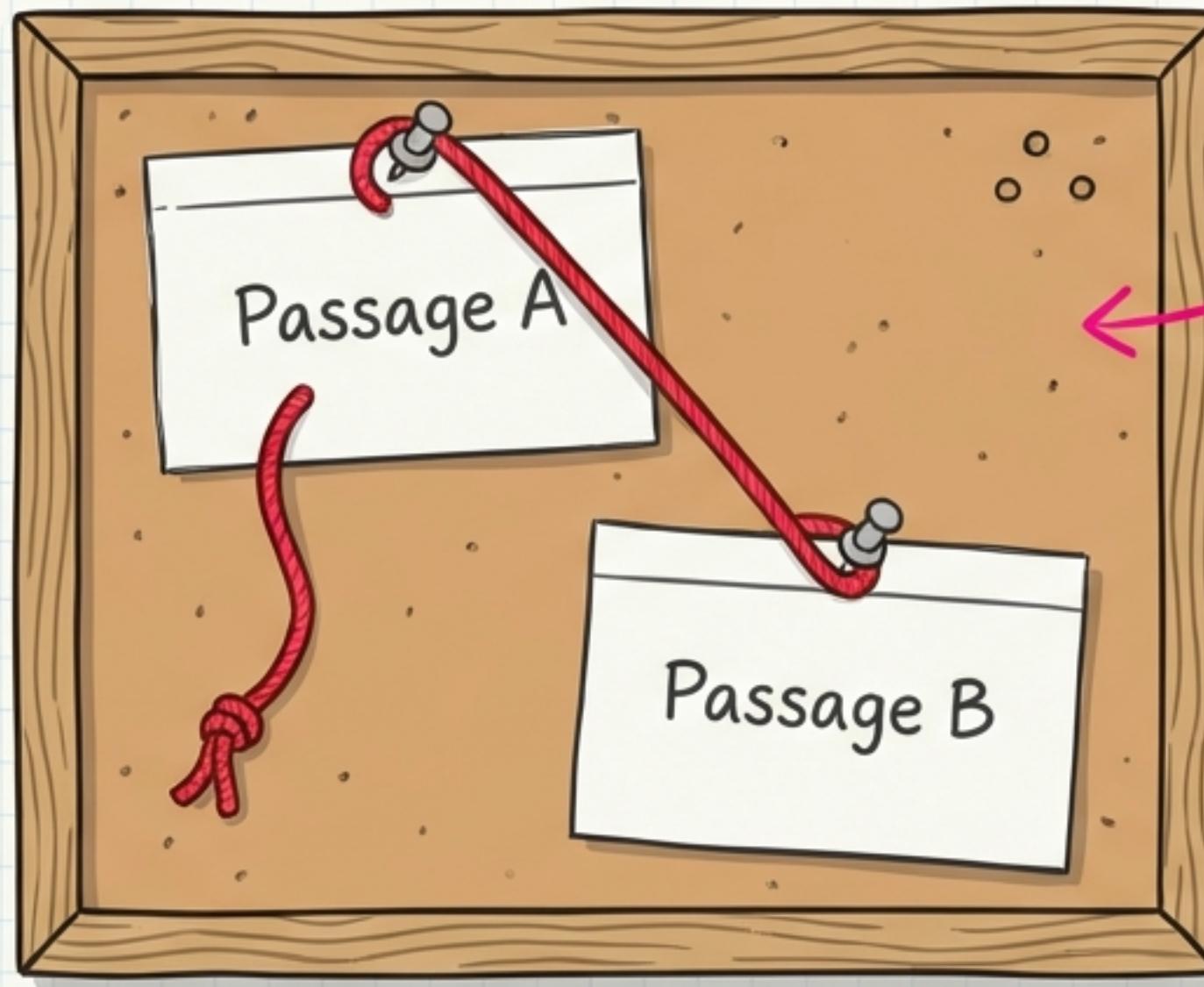
You don't need a degree in computer science.
History proves games are human nature.



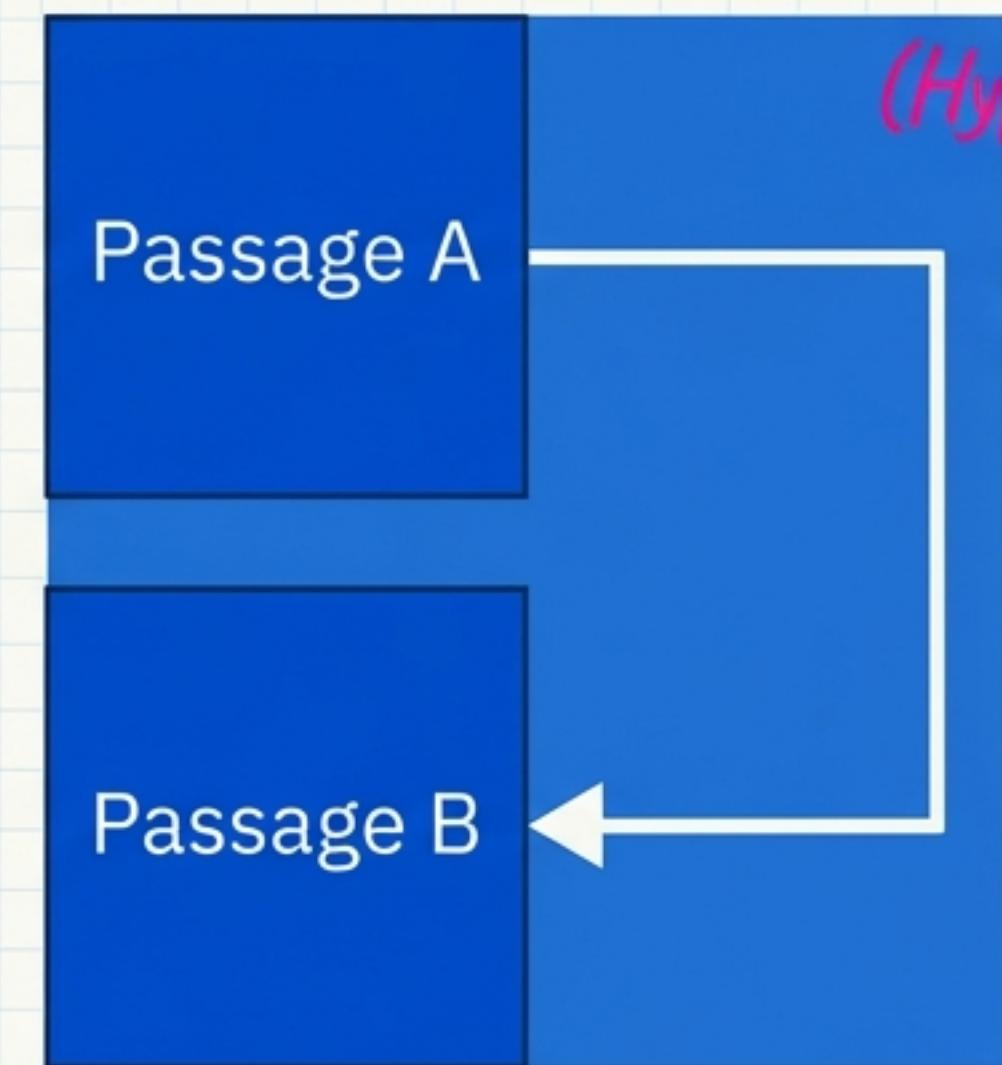
From knucklebones to code.

TWINE IS A DIGITAL “CHOOSE YOUR OWN ADVENTURE”

Understanding Hypertext



Physical
Link



Digital
Link
(Hypertext)

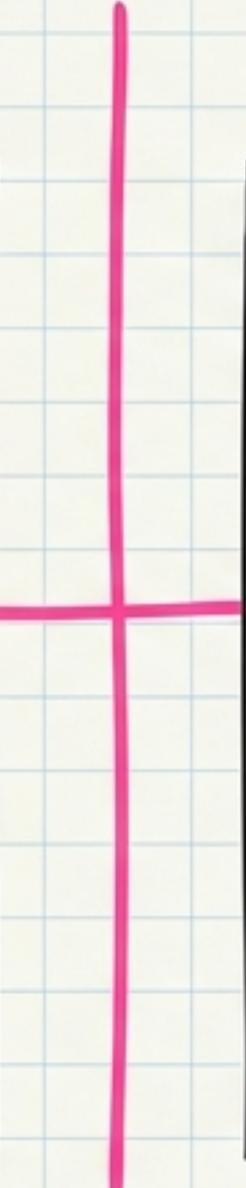
If you have a web browser, you have a game engine.

CARPENTRY 101: PASSAGES AND LINKS

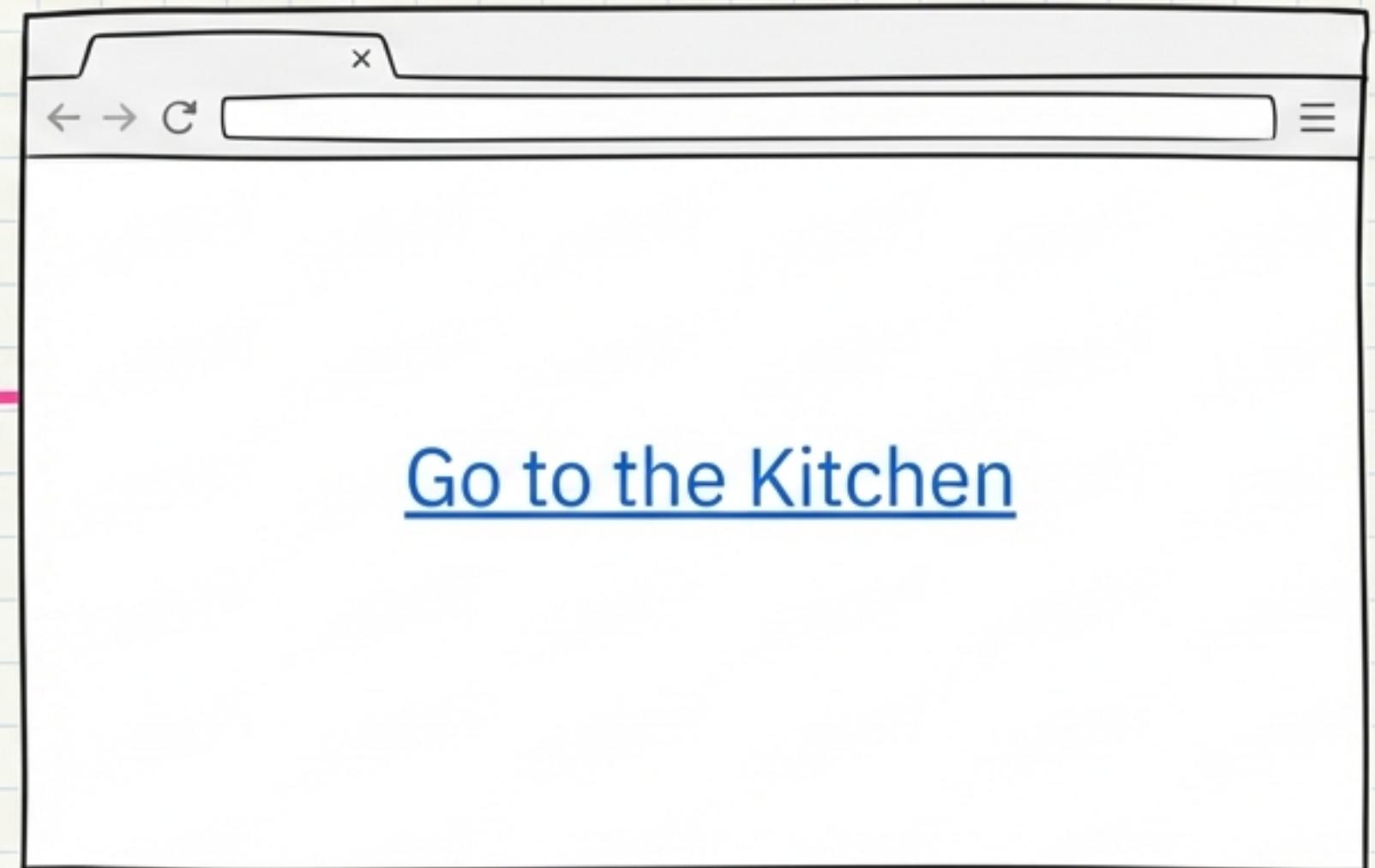
THE BLUEPRINT (CODE)

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

Text the player sees The Direction Destination Passage



THE HOUSE (RESULT)

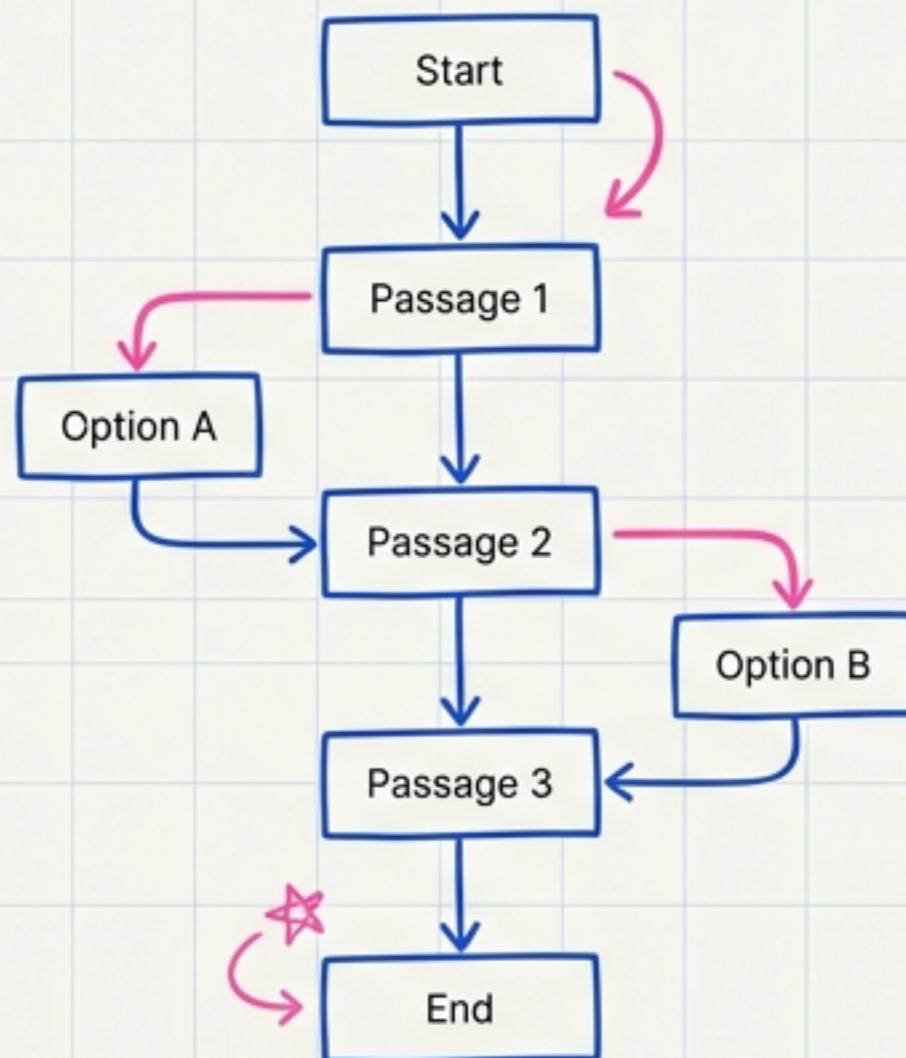


From code to clickable adventure, just like that! ↗

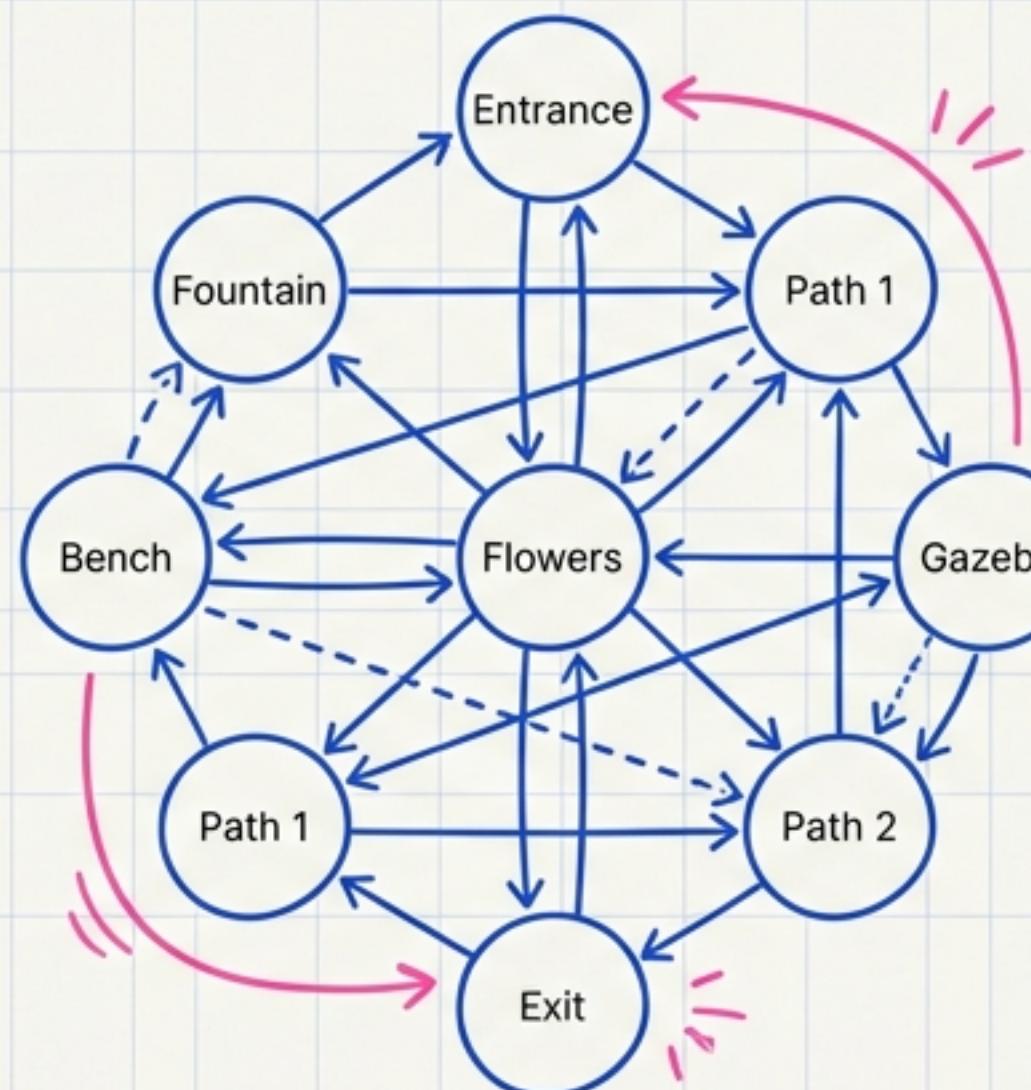
YOU ARE THE ARCHITECT

The arrangement of passages creates the shape of the story.

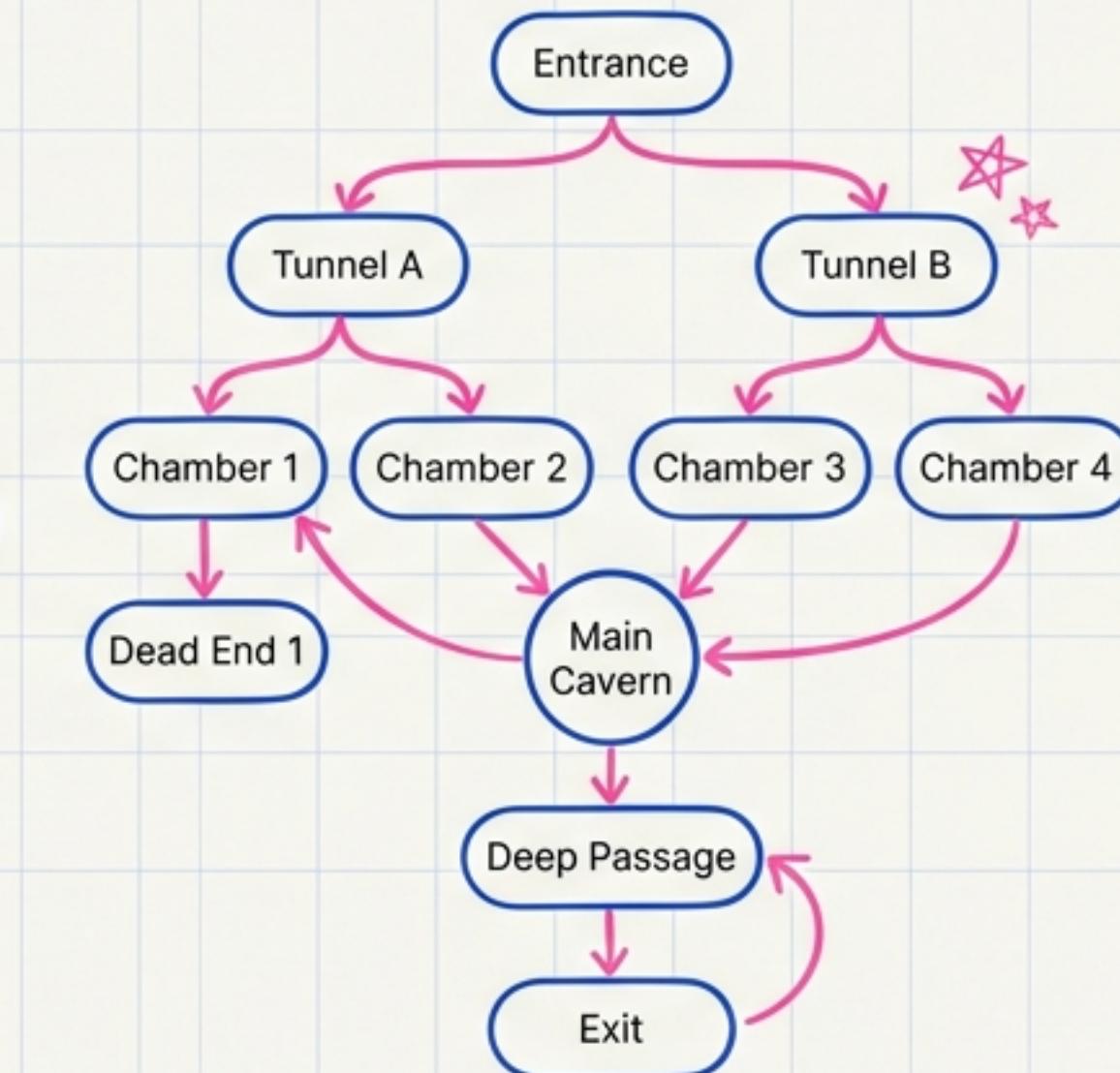
THE WATERFALL



THE GARDEN



THE CAVE



Structure defines the player's experience.

INTERIOR DESIGN: TEXT AND IMAGES

Text is Your Paint

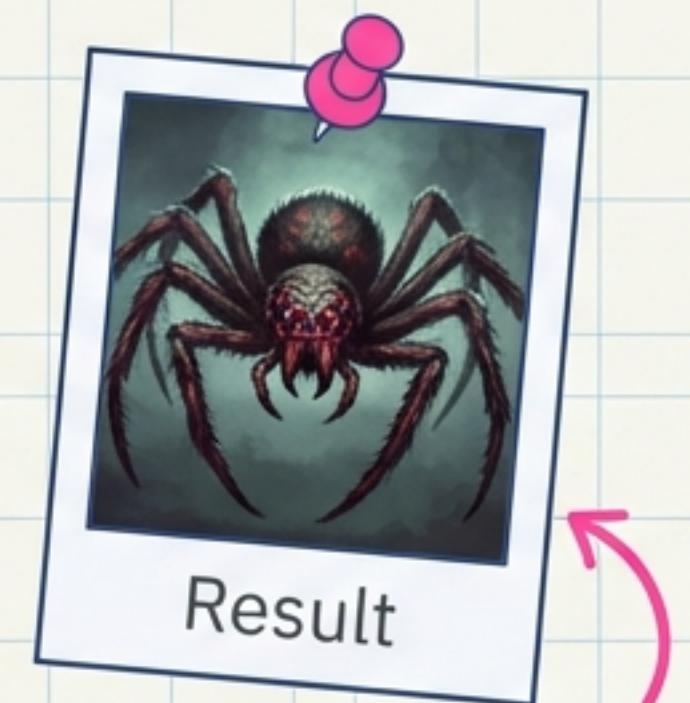
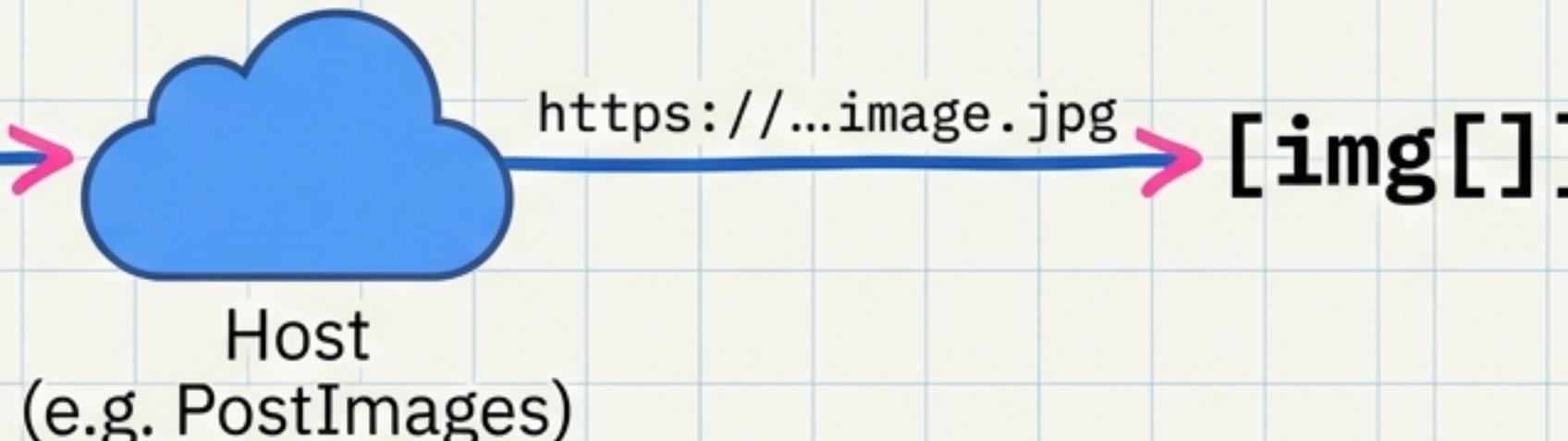
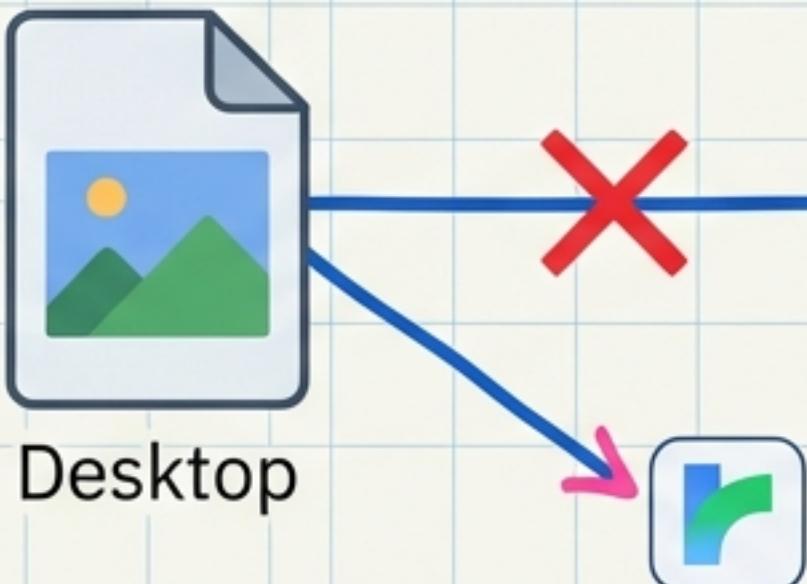
//*Italics*//

Italics

' 'Bold' '

Bold

The Image Rule



Scary!
Use sparingly.

SPECIAL EFFECTS WITH HOOKS

Making text perform.

Example 1:

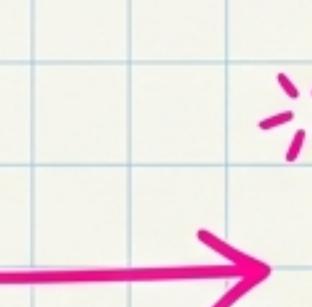
(text-style: "blur") [stepladder]



The word "stepladder" is displayed in a large, semi-transparent gray font. It is annotated with several pink hand-drawn style effects: a five-pointed star at the top right, a wavy line below it, another wavy line to the right, and a small wavy line near the bottom center.

Example 2:

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

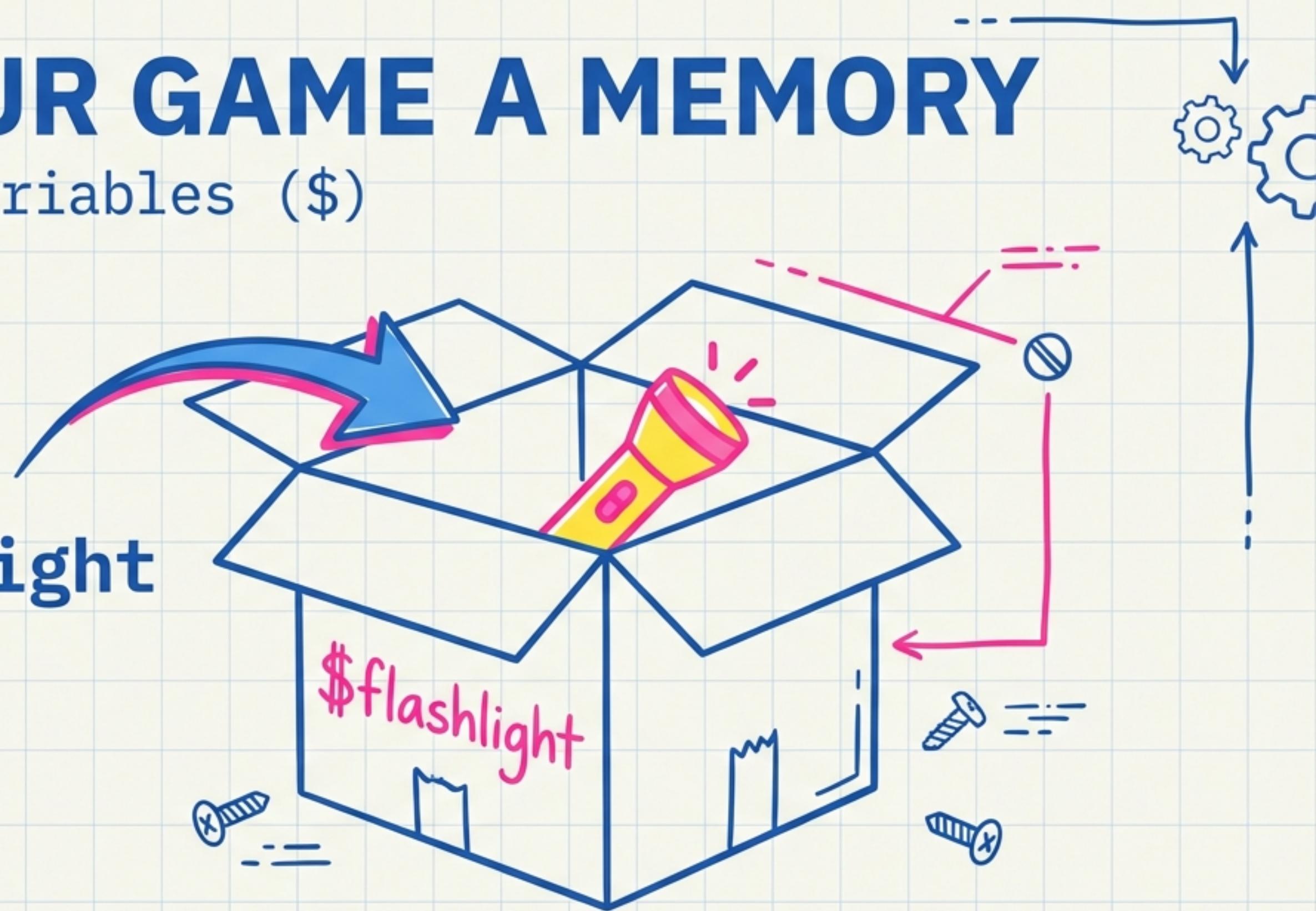


The word "Earthquake!" is displayed in a large, stylized font with a black outline. The letters are filled with a repeating pattern of cyan and magenta. It is annotated with several pink hand-drawn style effects: two five-pointed stars at the top left and top right, several wavy lines of varying sizes around the letters, and a small wavy line at the bottom center.

GIVING YOUR GAME A MEMORY

Introduction to Variables (\$)

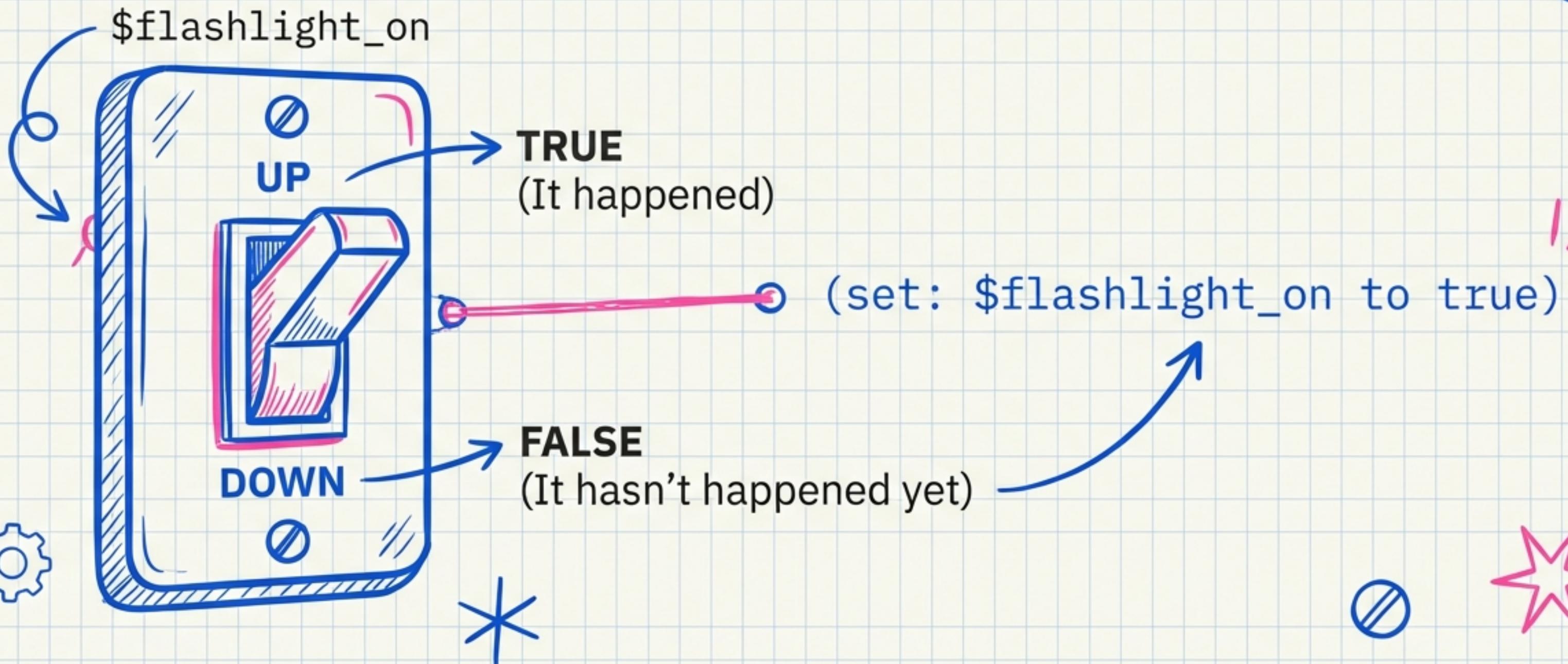
(set: \$flashlight
to “On”)



Variables store information so the game doesn't forget.

LOGIC SYSTEM A: BOOLEANS

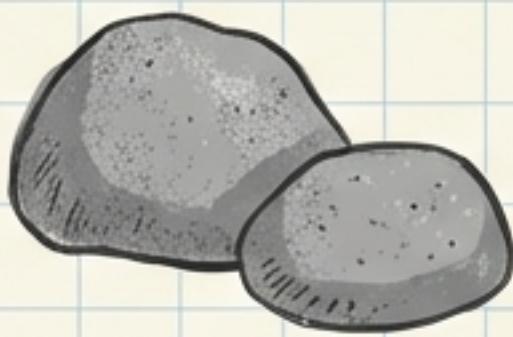
The Light Switch



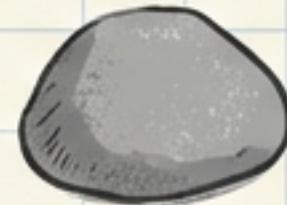
LOGIC SYSTEM B: INTEGERS

The Counter

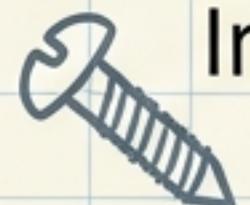
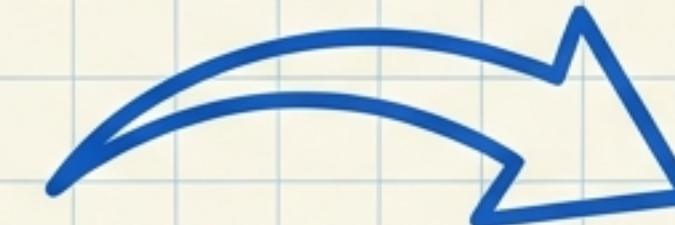
(set: \$pebbles to \$pebbles + 1)



\$pebbles



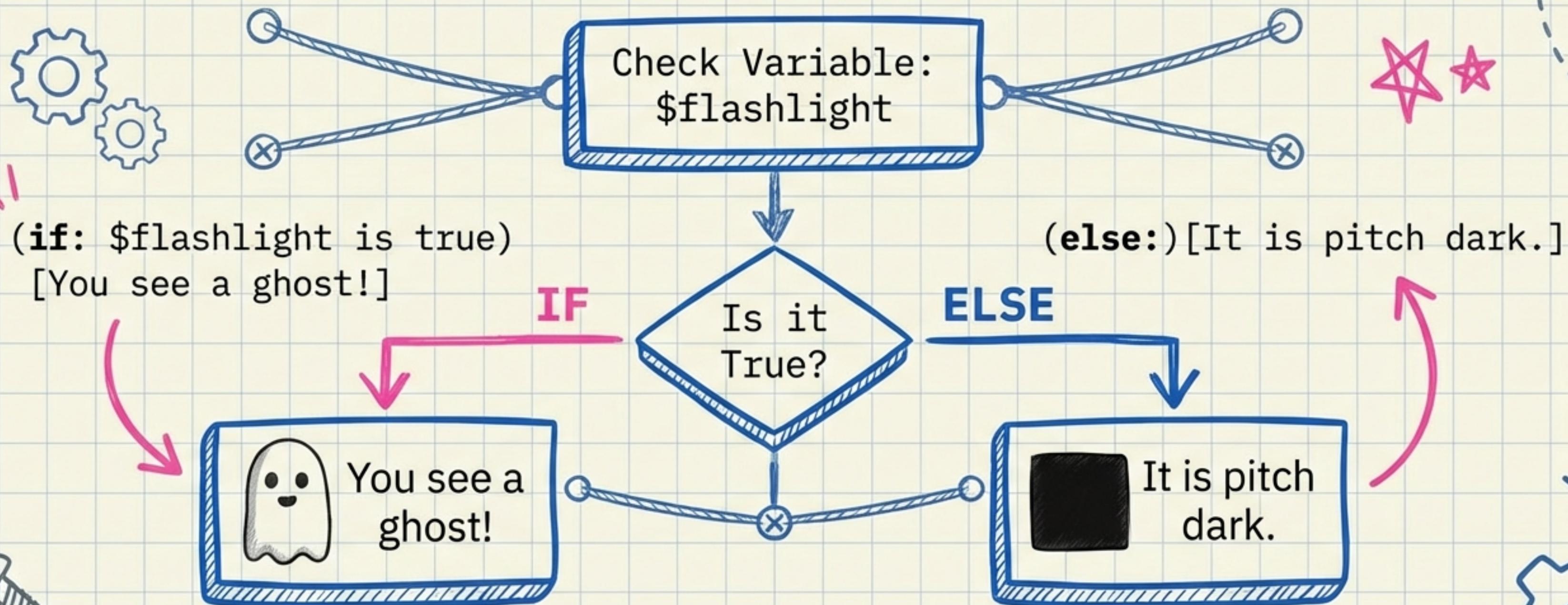
1



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

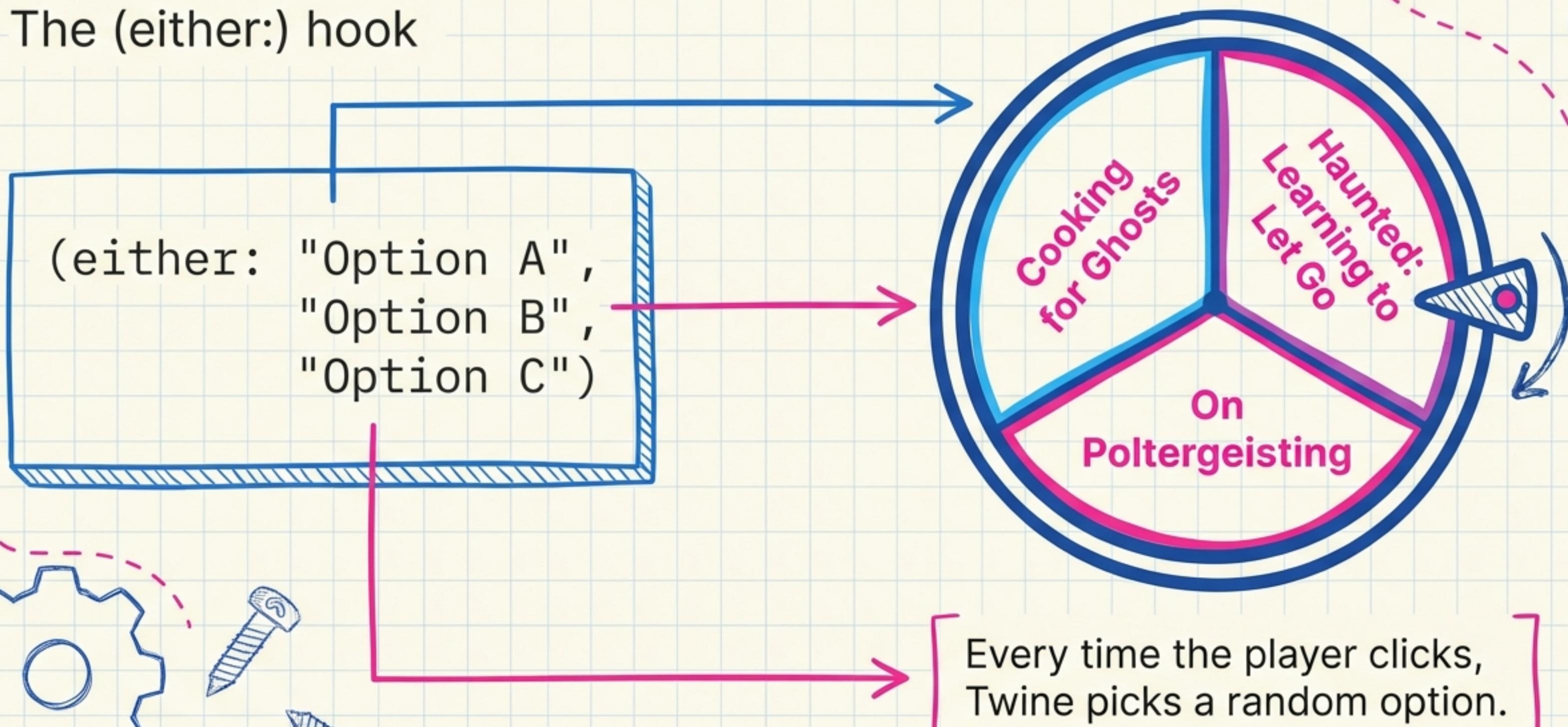
CONDITIONALS: IF AND ELSE

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;  
}
```

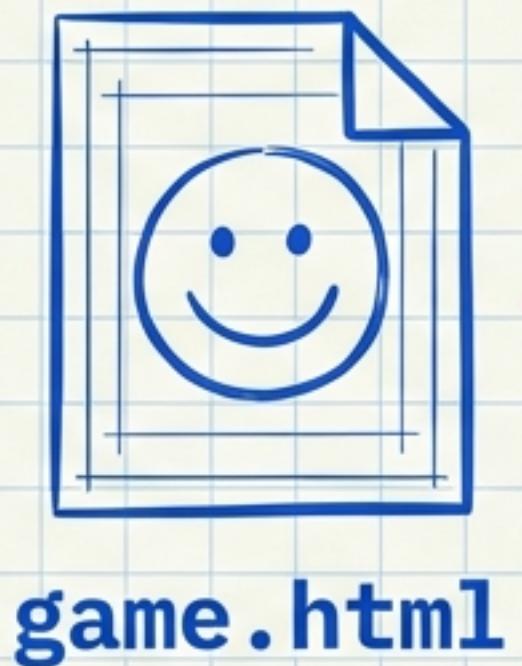
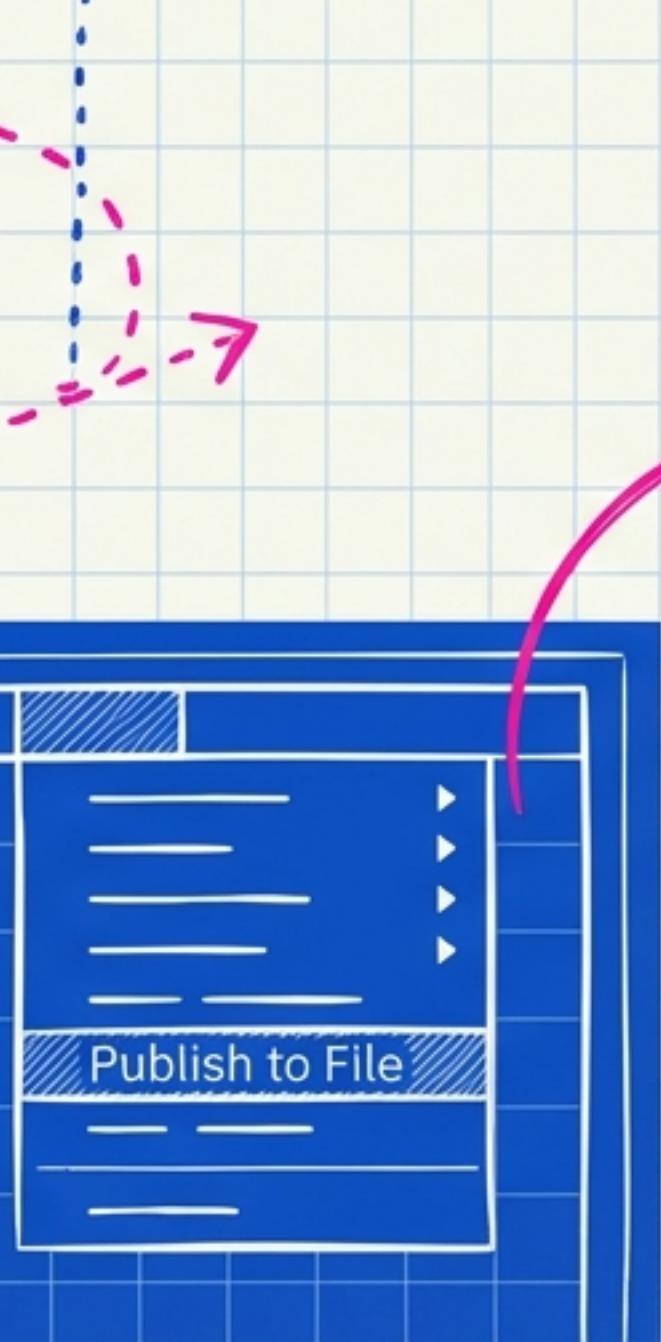
After

Ghost Burgers:
Hot Pink text
on black.



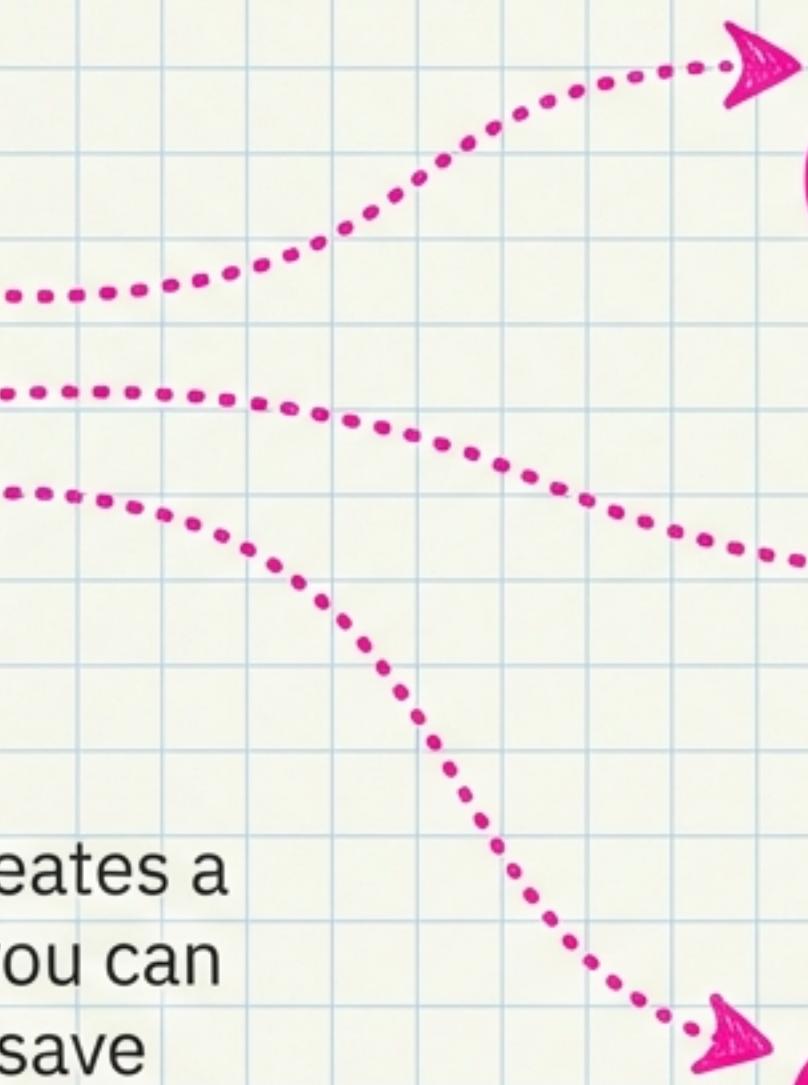
THE OPEN HOUSE: PUBLISHING

Your game is just a file.



game.html

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



START WITH A JOURNAL, A DREAM, OR A JOKE



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