

Twine: Interactive Stories

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Twine: An Overview

Twine is an open-source program that allows you to create interactive, nonlinear stories. Navigation works by clicking links to change old content or create new content. Often, Twine is utilized to create interactive and simple text-based games. A Twine game is made from “nodes” or “passages” and the links between them. Twine represents each passage as its own box, and links between the passages are illustrated as arrows from one box to another.

Download Twine

1. Download Twine here: <https://twinery.org/>

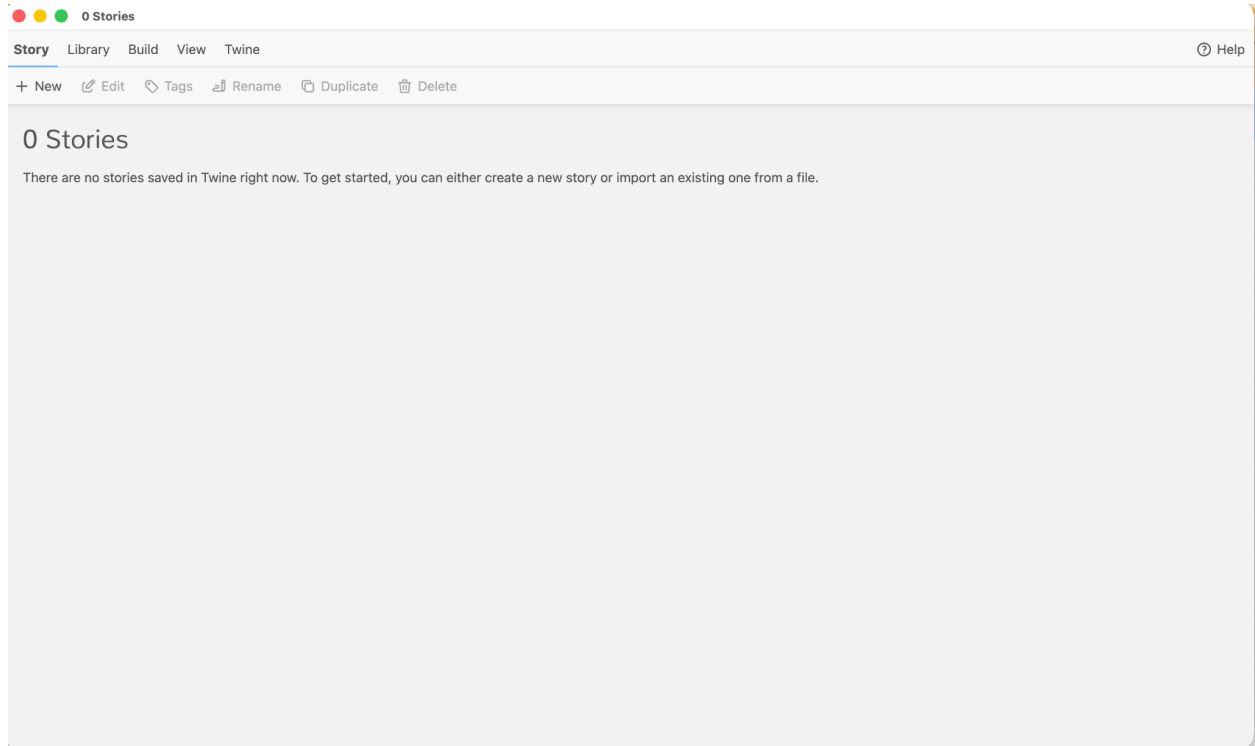
You can choose to download the desktop version or run Twine directly in your browser.

Twine Examples:

- The Cat Petting Simulator: neongrey.itch.io/pet-that-cat
- Bee by Emily Short: 1t5cilk91a.unbox.ifarchive.org/1t5cilk91a/bee.html
- Space Frog: <https://itch.io/games/made-with-twine>

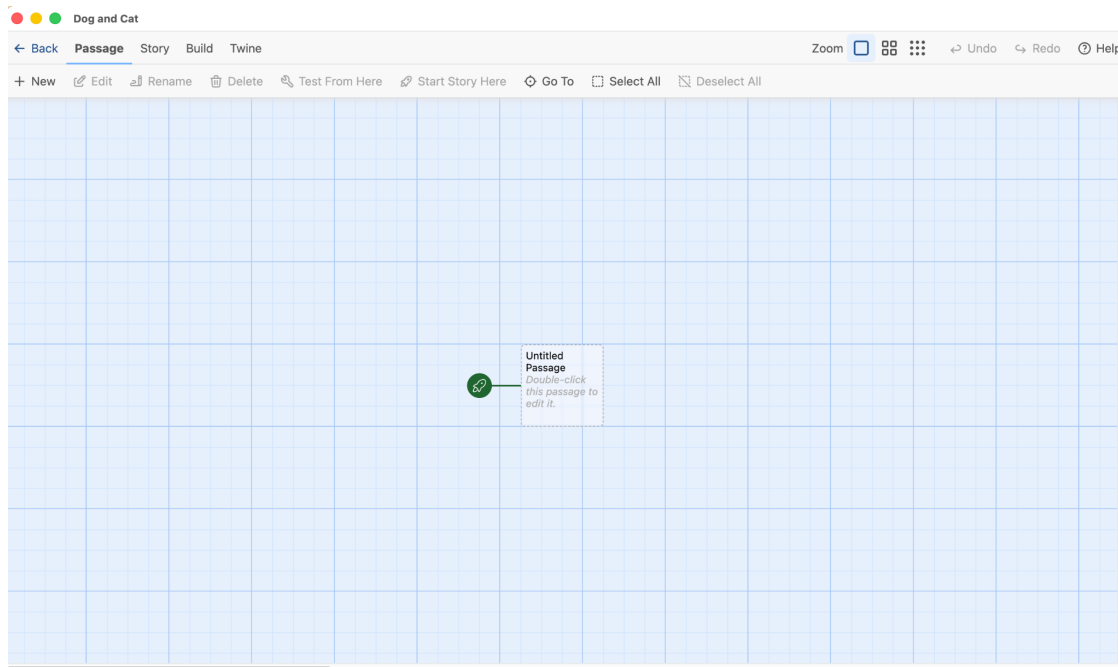
Starting Your First Story

When you start up Twine for the first time it will look something like this:



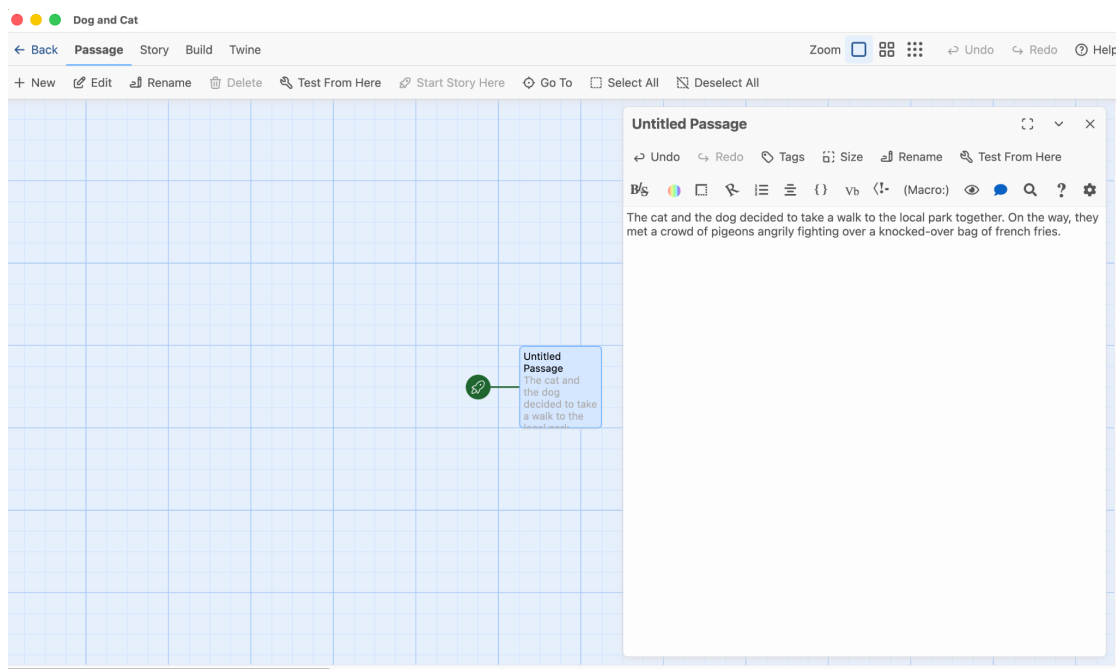
This is a **list view** that shows all of the stories you have made. Since there aren't any stories created yet, there's nothing listed here.

To create a new story click the **+ New button** in the top left of the screen under the "Story" ribbon. Name the story and then click the "create" button. The story will be added to your list and a new view, "Passage" view is opened automatically.



The first passage is called “**Untitled Passage**” and it is positioned in the middle of the screen. Double-clicking on this passage will open it for editing. Passages have optional names, tags, and content that you can add to them.

After double-clicking on the passage we can **add and edit the content**. Here is an example of content added to a single passage:



Close the passage editor by clicking on the “x” in the right hand corner of the dialog box. **Twine automatically saves your edited passage** when you close it. You can also edit the title of the passage by clicking the “Rename” button at the top of the screen.

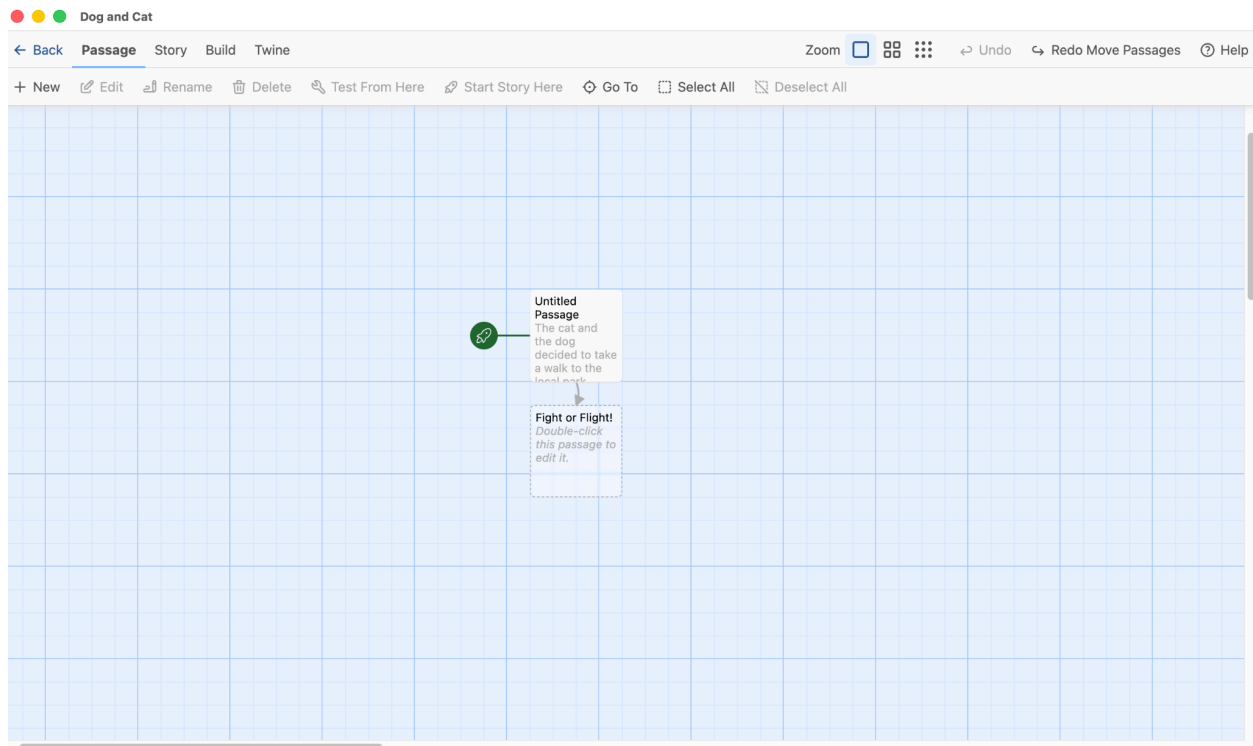
Connecting Passages

When you have returned to the Passages view, double-click on your node again to open the editor. **To create connections between passages, you can use double opening and closing square brackets** like so:

[[Fight or Flight]]

This creates a new passage and the text inside the brackets creates the title of the new passage. This is called a “passage link.”

Close the passage editor and now you will see that there are two passages or “nodes” available. The first is untitled and the second is titled “Fight or Flight”

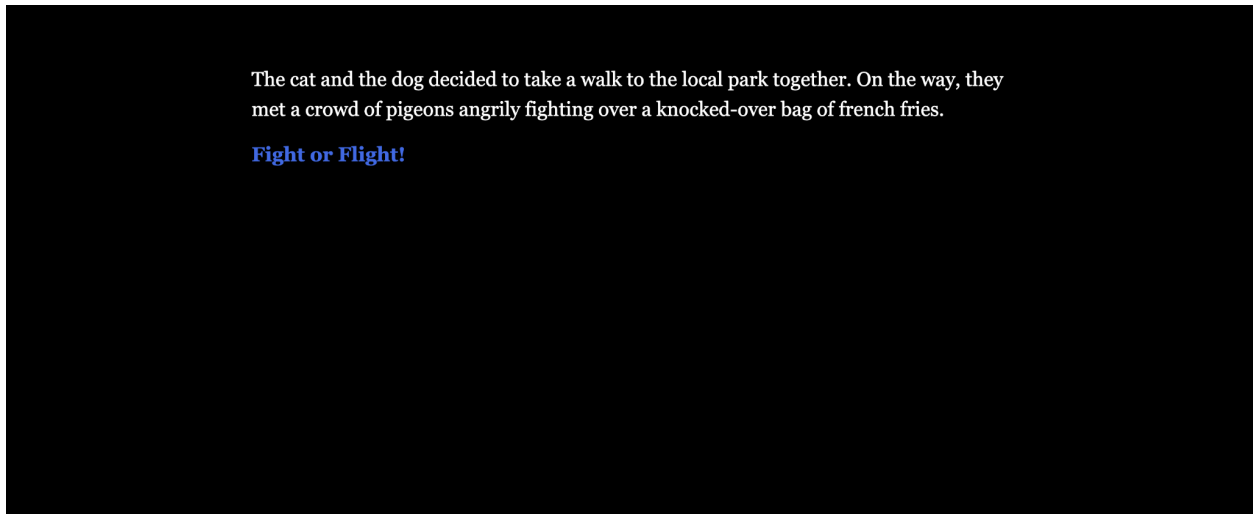


When you **click and drag either of the passages** you will see the arrow move that connects them. This confirms that they are linked together!

Playing a Story

In the **passage view** navigate to the **ribbon titled “Build.”** Then click on the **“play” button** with the triangle icon next to it. This will allow you to see the story as an HTML file in your web browser.

In this view you will see your original text, along with a link to the connected passage that reads “Fight or Flight.”



Passage links are not just connections between the text, they also **serve as interactive hyperlinks** between them. Clicking on the link will load a new passage, though it doesn't have any text attached to it...yet!

You can continue to add more passages and links from here. You can play from any node or passage that you create, which is useful to see contents of a particular passage without having to navigate through the entire story.

Story Formats

There are multiple story formats built into Twine and it's useful to know their different purposes to choose the appropriate one for your story idea. You can find the various formats listed under the “Twine” ribbon. From there, click **story formats** and select the one that best suits your purpose.

- **Harlowe:** This is the default format for twine stories. It is basic, but makes creating an interactive and concise story very easy

- **Snowman:** This is a format designed to be used by creators who are familiar with HTML, CSS, and Javascript. This is the best option to create a more customized story
- **SugarCube:** This is an editing and creating format that was utilized in Twine 1 (we are now in the era of Twine 2.1). Its main feature is that it allows authors to save progress in separate slots
- **Chapbook:** This format is meant to be beginner friendly and it's the "new generation" of story formats. It allows you to create in a similar fashion to Harlowe, however, it does allow for some basic JavaScript to be used, and includes features such as audio

Proofing Stories

You may have noticed another story "format" available called "paperwhite." This is the default format that is used for proofreading stories.

From the "Build" ribbon at the top you will see a **button titled "Proof" with a glasses icon** next to it. Entering the proofing format opens the story in a new tab just like playing or testing the story.

This proofing format is designed to allow for quick proofreading of the story.

Dog and Cat

Untitled Passage

The cat and the dog decided to take a walk to the local park together. On the way, they met a crowd of pigeons angrily fighting over a knocked-over bag of french fries.

[[Fight or Flight!]]

Fight or Flight!

This format allows you to create something that represents only the text of the story, allowing it to be passed on to an editor or proofread more easily by yourself.

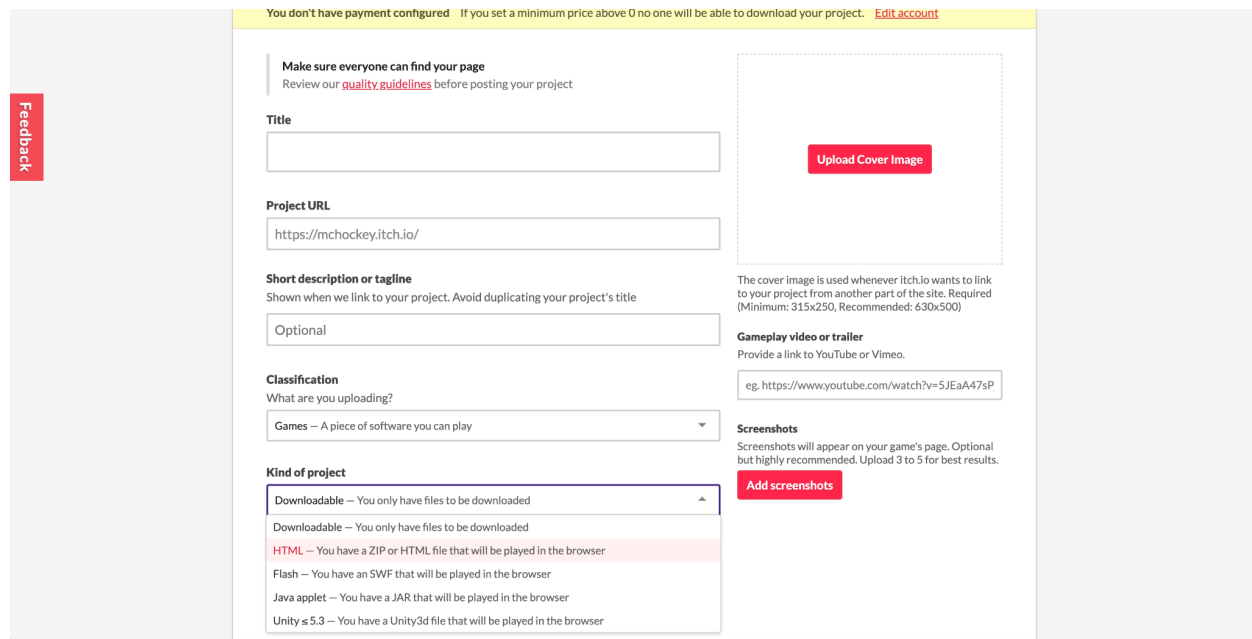
Publishing Games on [Itch.io](https://itch.io)

Save your project first by clicking on "**Publish to File**" under the "Build" ribbon. This will save your project as an .html file.

[Itch.io](https://itch.io) is an independent game marketplace that can host Twine games for free. This is a commonly used platform for creators utilizing Twine for their games and stories.

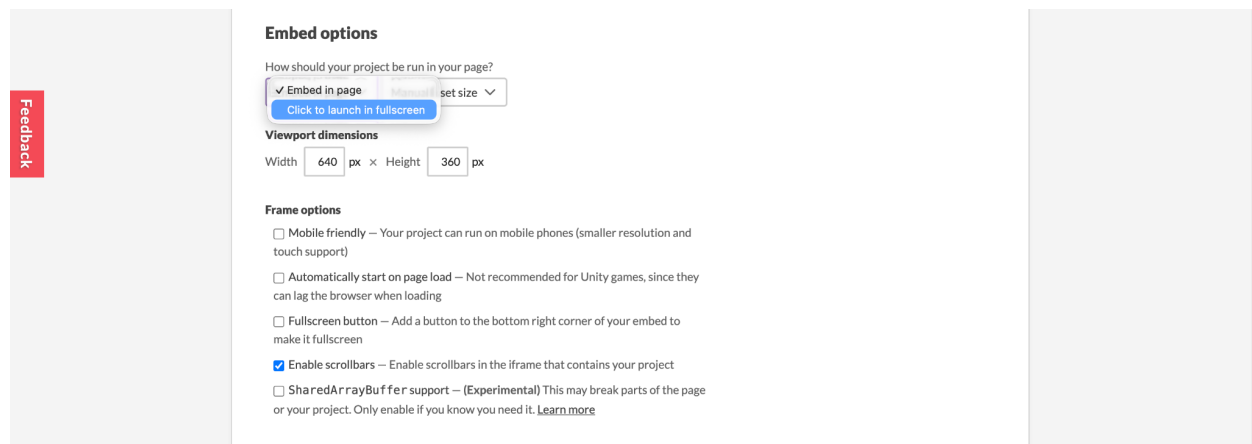
You will first need to **create an account on itch.io** or login with an already existing account.

From your **“creator dashboard”** you can click on the red link that says **“Create new project.”** Use the form to fill out the details of the project and make sure that you **set the “kind of project” to “HTML”** as Twine utilizes HTML.



This screenshot shows the Twine project creation form. At the top, a yellow banner states: "You don't have payment configured. If you set a minimum price above 0 no one will be able to download your project. [Edit account](#)". On the left, a red "Feedback" button is visible. The form includes fields for "Title", "Project URL" (pre-filled with "https://mchockey.itch.io/"), "Short description or tagline" (with a note to avoid duplicating the title), and "Classification" (set to "Games"). The "Kind of project" dropdown is open, showing options like "Downloadable", "HTML", "Flash", "Java applet", and "Unity 3d". The "HTML" option is highlighted. To the right, there is a section for "Upload Cover Image" with a red button, and a "Gameplay video or trailer" section with a text input field. Below that is a "Screenshots" section with a red "Add screenshots" button. A red "Feedback" button is also present on the left side of the form.

Most Twine projects display best in fullscreen mode so make sure to change the embed options to **“click to launch in fullscreen.”** In addition, make sure to **select “Enable scrollbars”** in the **“frame options”** section as this is not checked by default and will aid in making your story more navigable.



This screenshot shows the "Embed options" section of the Twine project settings. It includes a "How should your project be run in your page?" section with a "Click to launch in fullscreen" button. Below this is the "Viewport dimensions" section with input fields for "Width" (640 px) and "Height" (360 px). The "Frame options" section contains several checkboxes: "Mobile friendly", "Automatically start on page load", "Fullscreen button", "Enable scrollbars" (checked), and "SharedArrayBuffer support". A red "Feedback" button is visible on the left side of the form.

You can then **upload the html file in the “uploads” section.** If your project contains multiple files, such as images, or audio files, make sure to package all of the necessary files into a single .zip file before uploading. Once you have uploaded the file be sure to **check the box that says “This file will be played in the browser”** to allow for playing the game in the browser.

Uploads

Upload a ZIP file containing your game. There must be an `index.html` file in the ZIP.
Or upload a `.html` file that contains your entire game. [Learn more](#) →

Any additional files you upload will be made available for download. You can apply a minimum price to the project after uploading additional downloadable files.

[More...](#) [Delete file](#)

Dog and Cat.html · Success

459kb · [Change display name](#)

0 Downloads, Today at 1:15 PM

Executable ▾

 for

☐  ☐  ☐  ☐ 

☐ Set a different price for this file

☐ This file will be played in the browser

☐ Hide this file and prevent it from being downloaded

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File size limit: 1 GB. [Contact us](#) if you need more space

TIP Use [butler](#) to upload files: it only uploads what's changed, generates patches for the [itch.io](#) [api](#), and you can automate it. [Get started!](#)