

# Write Your Own Twine Adventure!

Let's start by looking through an example story. You can read it here: [bit.ly/bookdojo](http://bit.ly/bookdojo)

It features a **LOCATION**, an **OBJECT**, a **DECISION**, and two different endings that depend on the **DECISION**: one **GOOD** and one **BAD**.

You'll see that there are two different endings, depending on what decision you make on the first page.

Now open Twine by double-clicking on this icon on your desktop:



Go to the File menu and select File - > Open story and open Desktop/LibraryAdventure.tws

Every Twine story must have a Start passage

The arrows show links between passages

Double-click on a passage to edit it

This passage contains CSS which changes how your story looks in a web browser

```

    .passage .title {
    display: none; }

    body {
    font-family:
    Verdana,sans-serif;
  
```

Let's look at the first passage in our story. It has to be called Start, or Twine gets confused.

The screenshot shows the Twine 1.4.2 interface for a passage titled "Start". On the left, a preview pane shows the passage text: "You are in the Mitchell Library: a building time-travelling at different speeds." The main editor area has a title field containing "Start" and a tags field. The passage text is displayed in a pink background and includes a decision: "You need to go to the fifth floor to study. Do you [[take the lift|Scene A]] or [[the stairs|Scene B]]?". To the right of the editor, two callout boxes are present: a pink one labeled "About the LOCATION" pointing to the first part of the passage, and a blue one labeled "About the DECISION" pointing to the decision text.

You need to go to the fifth floor to study. Do you [[take the lift|Scene A]] or [[the stairs|Scene B]]?

A diagram with two blue callout boxes. The left box, labeled "What the link will say", has an arrow pointing to the text "take the lift" in the link "[[take the lift|Scene A]]". The right box, labeled "The passage that clicking will take you to", has an arrow pointing to the text "Scene A" in the same link.

The second passage, Scene A, is where you go next if you chose to take the lift.

The screenshot shows the Twine 1.4.2 interface for a passage titled "Scene A". The preview pane on the left shows: "In the lift there's a piece of paper on the floor. You pick it up and read it:". The main editor area has a title field containing "Scene A" and a tags field. The passage text is displayed in a yellow background and includes a command: "<<set \$HasObject to true>>" followed by a quote: "'FRANZ FERDINAND: SECRET GIG! 7th March, 7pm, King Tut's. Bring this flyer to get in'" and then: "You fold the flyer up and put it carefully in your pocket, before heading off to [[study|Scene B]]". To the right, a yellow callout box labeled "About the OBJECT" points to the command.

This is a command that sets a variable called `$HasObject` to true, letting the program know we've picked up the flyer. The double pointy brackets `<< >>` let Twine know this is a command and not part of the story.

The next passage, Scene B, is where you go after Scene A if you chose to take the lift, and after Start if you chose to take the stairs.

<b>Scene A</b> In the lift there's a piece of paper on the floor. You pick it up and read it:	Title <input type="text" value="Scene B"/> Tags (separate with spaces) <input type="text"/>
--	--

```

You study for a couple of hours then leave the library just before 7pm.

<<if $HasObject>>
You head for King Tut's, show your flyer at the door and head in to the gig.

You get a place right down at the stage. It's a brilliant night - and you even get a selfie with the lead singer after the show.
<<else>>
On the way to the bus stop you pass a big queue outside King Tut's.

You ask someone what's going on and they tell you it's a secret gig by Franz Ferdinand, but you need a special flyer to get in.

You don't have one, so you head home and go to bed.
<<endif>>
  
```

About the **GOOD** or **EXCITING** **ENDING**

About the **BAD** or **BORING** **ENDING**

This is where our variable **\$HasObject** is used.

If we chose to take the lift in the first scene, we went to **Scene 2** and picked up the flyer. **\$HasObject** was set to true and the text highlighted here in green is shown.

If we chose to take the stairs in the first scene, we went straight to **Scene 3**. **\$HasObject** was not set to true and the text highlighted here in purple is shown.

### Write Your Own Story

Go to the File menu and select File - > Save As and save your story as a file with the name of your story, e.g. if your story's title is: "Ghost Story", the file would be GhostStory.tws

Now edit the file so that the text is your story, based on your choices of **LOCATION**, **OBJECT**, **DECISION**, **GOOD** or **EXCITING** outcome, and **BAD** or **BORING** OUTCOME.

### Test your story

Go to the Build menu and select "Test Play". This will generate a new file and open it in a web browser. This file contains HTML code - the code that's used to build web pages.

Click through the links to check that your story works.

## Change how your story looks

The passage called Script contains another type of code, called CSS (which stands for Cascading Style Sheets). This is what controls the way web pages look. You can change the background colour or text colour of your story by editing this.

The screenshot shows the Twine script editor interface. On the left, a code editor displays CSS code for a passage. The code is as follows:

```

script
.passage .title {
display: none; }

body {
font-family:
Verdana,sans-serif;
}

```

On the right, the 'Title' field contains 'script' and the 'Tags (separate with spaces)' field contains 'stylesheet'. Below these fields, the rendered CSS code is shown:

```

.passage .title { display: none; }

body {
font-family: Verdana,sans-serif;
font-size: 100%;

background-color: LemonChiffon;
color: Black;
}

```

The tag 'stylesheet' tells Twine this contains CSS

background-color sets the colour of the page's background

color sets the colour of the page's text

Try changing the background colour of your page by changing the value of **background-color** in the script passage. You'll find a list of web colours here: <http://html-color-codes.info/color-names/>

## Saving your story

Add a Story Title for your story and an Author Name (it's usual with Twine games for the author's to make up pen names rather than using their real name).

Then click on the Build menu and select "Build Story". This will produce an HTML file of your story which you can then upload to the web so that you can show your friends and family!

## Some Useful Links

Twine: <http://twinery.org/>

Twine story hosting sites (free):

<http://www.philome.la>

<https://neocities.org>

<http://adventurecow.com/>

Example longer stories:

"Sky Like Glass" - set in the Science Centre (sort of!) : [bit.ly/skylike](http://bit.ly/skylike)

"The Message" - set in Space <http://ludonaut.de/the-message/>