

Quickstart Guide to Twine

THE MCGRAW CENTER FOR TEACHING AND LEARNING

Twine (version 2) is a simple, open-source tool for telling interactive, nonlinear stories using hypertext. In contrast to traditional linear texts, hypertext gives the reader the element of choice over how a narrative will proceed, making Twine a useful tool for interactive learning of non-linear concepts or events.



Getting started

Twine is available as desktop software that you download and run on your own computer or as an online tool that you use within your web browser. Both versions are fully functional, but it is worth keeping in mind that projects do not automatically transfer between the two. It is best to decide on one and stick with it.

Option 1: Accessing Twine from your web browser	Option 2: Accessing Twine via Download
<p>Point your web browser to http://twinery.org/2 to get started. If you're using a tablet, then this is the only way that will work, though you can bookmark this address or add it to your home screen (iOS directions, Android directions).</p>	<p>This allows you to work on your stories even when not connected to the Internet. You can download a local copy of Twine from the homepage (https://twinery.org). Once you unzip the archive you download, you can put the resulting folder anywhere you'd like on your computer.</p> <p>To get started, just start the application that you find inside the folder. On Windows, this is the <code>Twine.exe</code> file and on Linux or Mac it is just called <code>Twine</code>.</p>

Saving your Work

Stories in Twine are saved to your web browser itself, **not** to the twinery.org web site. This is the case even if you're running Twine from a copy you downloaded to your own computer.

Because of this, if you use multiple web browsers or profiles on your computer, the stories saved to one browser will not be available to any other. (Likewise, an in-progress story using Twine will not be available on any other computer.)

And more importantly, **deleting your browser's history will also delete your stories.**

The best thing to do to avoid these problems is to regularly archive your work with the **Archive** link on the right sidebar of the [story list](#). This saves all of your stories to a file on your computer that can then be restored with the **Import** link on the same page.

How to Create a Story

After you have opened Twine either on your computer or in a web browser, use the green **+Story** button on the right side of the screen to get started with your new story. You will then be prompted to enter a name for your project and redirected to your story map.



The **story map** is a canvas for your story that will expand in size as much as you like. You can move around it using the scroll bars of the window, or if you're using a touch-based device, just dragging around with your finger. You can also zoom out to see more of it by using the buttons pictured to the right.

You'll notice that a box pops onto your story map as soon as it opens, called "Untitled Passage." Your story will be made up of individual passages. Usually, passages are shown one at a time to a reader. Enter some text in that starting passage by either double-clicking it with a mouse, or by tapping it with your finger on a touch-based device and choosing the pencil from the icons that appear.



At the top of the editor that appears is a field with your passage's name. You can change that any time. Underneath that is a button to add tags to your passage. For now, you can leave that be. The rest of the editor is for changing the text. To add normal text, type as usual. To add clickable hyperlinks, type the text you want to link within two brackets.

Sample 1

+Tag

- This is the first page of this sample story
-
- `[[input option 1 here]]`
- `[[input option 2 here]]`
- `[[input option 3 here]]`

(For more information on inputting and labeling hyperlinks, visit [How to Create Links](http://twinery.org/wiki/twine2:how_to_create_links)) at http://twinery.org/wiki/twine2:how_to_create_links.

After inputting any text you want, close the passage editor either with the Escape key, or by clicking or tapping the X in the upper-right corner. As soon as you close the editor, Twine will create two new passages for you with the names of these choices, and draw connecting lines between them to show that they're linked. To build on your project, you can either keep adding passages to those new ones, or even go back to the beginning and add another option.

Note: These passages have a thinner border than the first one. Twine highlights the starting point of your story with a thicker border. You can change the starting point with the rocketship icon on the passage's menu. You can also rearrange the passages in the story map by dragging them with your mouse or finger.



To preview what your story looks like at any point in the creation process, click or tap the **Play** button on the right side of the toolbar. A new window or tab will appear that shows your story in playable format.

There's no need to save your work – Twine will automatically do it for you as you make changes.

Once you're done with your story, click or tap the title of your story in the toolbar. It has a little upward triangle at its end, like ▲, to indicate that it's a menu. This is the story menu which contains options such as **Rename**

Story and **Publish to File**, among others. Publishing to a File will save your story into an HTML file that works on its own – your readers don't have to install Twine themselves. You can now share your file with others privately, or post it publicly for the world to see at

http://twinery.org/wiki/twine2:publish_my_work.

*Note: If you're using Twine on Safari on OS X, then the Publish to File option will open a new tab with what looks like a lot of code. This is unfortunately a limitation of this particular browser. Just choose **Save As** from the **File** menu to save it as a file.*