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Twine Prompts

Twine is an authoring tool for creating **branching, non-linear interactive stories.** It is free to use, can be accessed online or by downloading a desktop application and ranks as one of the simplest and easiest tools to use for interactive stories. It resembles web page publishing.

Ideas of things you might create in Twine today:

1. Create a linear story with links from page to page or chapter to chapter.

2. Have you ever wished you could choose the ending of a story that did not end well for you? Create a story with alternative endings.

3. What about a story where readers all experience a slightly different version. Create a story with multiple paths through the narrative. Use links to send readers in different directions, perhaps bringing them back to the main path after their choices have been resolved.

More advanced things to try:

1. A story where the text shifts beneath the readers feet. Create a story where you can revisit nodes and the text changes when you revisit. You can do this by checking how many times a reader has visited a page.

   Add this to the page you wish to keep track of count:
   ```
   (if: visits > 1) [revisit text here]
   ```

2. A story where your choices don't necessarily have an immediate effect. Use variables to remember the players' choices and then check them later.

   - Create a variable by typing the macro command: `$variable` (the name after the sign can be anything without a space) in a page.
   - Set a value to a variable in one page and then change it in another by using either of the following macro commands:
     ```
     (set: $variable to 1) or
     (set: $variable to true)
     ```

   - Check a variable's value:
     ```
     (if $value is 1) [text here] or
     (if $value is true) [text here]
     ```

3. Add some images in your story and see if you can use those images as links to other pages or external links. Read here on how to add images in your story: https://twinery.org/reference/en/limitations/multimedia.html