

Contents in Detail

Acknowledgments	xiv
----------------------------------	------------

Everyone Makes Games	xv
---------------------------------------	-----------

What You'll Need	xvi
A Brief History of Games	xvi
Who Makes Video Games?	xvii
Why Make a Video Game?	xviii
What Should My Game Be About?	xix
About Twine	xx
How Twine Works	xx
Do I Need to Know How to Program?	xx
What If I Don't Like to Write?	xx
How Much Does It Cost?	xxi
Alternative Tools	xxi

1 Interview with a Cat: Twine Basics	1
---	----------

Getting Started with Twine	2
Editing Passages	5
Creating Multiple Paths	10
Deleting Passages	12
Testing Your Game	13
Setting the Start Passage	15
Sharing Your Twine Game	15
Uploading Your Game Online	17
What You Learned	18

2 Spider Milk: Weaving a Story with Links.	19
Using Links	20
Making a Choice	21
Exploring a Space.	22
Arranging Your Passages	24
Sample Layout of a Twine Game.	25
Determining the Shape and Size of Your Game	26
Emphasizing Text	29
Italicizing	29
Bolding	30
Underlining	30
Adding Pictures	30
What You Learned	33
3 Ghost Burgers: Adding Special Effects with Scripting	35
Mapping Out a Space.	36
Planning Events and Controlling Play	38
Adding Text Effects Using Hooks	39
Ghostly Text Style.	40
Displaying Random Text with either.	41
Nesting Hooks.	43
Using display to Avoid Retyping Text	44
Using Variables to Store Information.	46
Boolean Variables.	48
Using if to Check a Variable's Value	49
Integer Variables	51
Editing Your Story's Stylesheet	53
Changing the Background Color.	55
Stylizing Your Text	56
Adding Fancy Touches	56
Opening Ghost Burgers' Source Files	57
What You Learned	59

4 Pebble Economy: Using Variables to Count Items	61
Counting Fairy Pebbles	62
Using elseif to Check Integer Values	64
The Order of Things Is Important!	64
String Variables	66
What You Learned	68
5 Where to Go from Here	69
Asking Questions	70
More Twine Games to Try.	71
Candy Ant Princess by Whisperbat.	71
The Message by Jeremy Lonien and Dominik Johann	72
A Bucket Filled with Sand by A. C. Godliman	72
Game Challenges	73
Write a Story to Fit a Cool Shape	73
Tell a Story with Just Pictures	73
Make Your Twine Story into a Booklet!	74
Collaborate with Friends	74
Make a Journal Game	75
Make Games with Bitsy.	76
Keep Exploring and Creating!	77
Index	79