## Index

## C **Symbols** -> (arrow), 8 Candy Ant Princess, 71-72 [[ ]] (brackets), 7 Cascading Style Sheets (CSS), 54–57 =><= (center), 43 Choose images option, 31 ==> (move right), 43 collaboration, 74–75 color names, 55 [ocb] [ccb] (braces), 55 <== (move left), 43 conditional statements, 48, 64-65 "" (quotes), 67 copy to clipboard option, 32 CSS (Cascading Style Sheets), 54–57 <u></u> (underlining), 30 \* (asterisk), 29–30 A Debug View, 13-15 +Add button, 5 deleting appearance, 53-57 passages, 12-13 text, 6 designing games, iii–iv, vi, 69–70, 77 B Direct Link option, 32 display hook, 44-46 back arrow icon, 15 background color, 55 Bitsy, 76 E blue grid (blueprint) screen, 5, 11, 24 bolding text, 30 Edit Story Stylesheet option, 54 booklet idea, 74 either tag, 41-43 Boolean variables, 48-51 else hook, 50-51, 64-65 borders, 56-57 elseif hook, 64-65 boxes, 56-57 events A Bucket Filled with Sand, 72 controlling, 46–53 bugs, 13 planning, 38-39 exporting games, 15–17

F	J
font changes, 56	journaling game, 75–76
C	L
games, brief history, ii–iv	layouts, 25–26, 36–37
Ghost Burgers	links
overview, 35–36	colors, 57
source files, 57–59	creating, 7–10
ghost text, 6–7	in hooks, 51
	and story, 20–23
H	
hints, 23	M
hooks	The Message, 72
about, vi	3 /
nesting, 43–44	
random text, 41–43	P
reference sites, 59	passages. <i>See also</i> links; text
text effects, 39-41	adding and editing, 5, 6–9, 13
with variables, 48–53	adding images to, 30–33
hosting sites	arranging, 24–25
games, 17–18	deleting, 12–13
images, 31, 74	naming, 5–6
HTML files, 16–17	and paths, 10–11
hyperlinks, vi. See also links	reusing, 44–46
hypertext, vi	setting Start, 15
	styling, 56–57
*	paths, 10–11, 26–29
I	The Pebble Economy overview, 62
ideas for games, iv–v, 70–76	pencil icon, 12–13
if hook, 49–51, 52, 64–65	pictures
images, 30–33, 74	adding, 30–33, 74
img code, 32–33	game idea, 73–74
<b>Import From File</b> option, 58	pixels, 57
integer variables, 51–53, 62–64	play button, 12, 13
<i>Interview with a Cat!</i> overview, 1–2	Publish to File option, 16
italicizing text, 29	

R rewards and secrets, 12 rocket ship icon, 15	in string variables, 66–67 styling, 56 text-style tag, 40–41, 43 trash can icon, 12–13
Save File option, 16 secrets and rewards, 12 set hook, 48, 52, 63, 66 shape of story, 20, 26–29, 73 sharing games, 15–17 source code, 57–59 Spider Milk overview, 19 Start passage, 5, 15, 52–53 stories. See also passages controlling play, 38–39 mansion layout example, 25–26 shape and structure, 10–11, 20,	true and false values. See Boolean variables tw-link code, 57 tw-passage code, 56 tw-story code, 55 Twine about, ii, vi-vii game hosting site, 17 getting started with, 3–5 reference site, 41, 59, 67 stories page, 58 story formats, 67 versions, 33
26–29 styling, 53–57 <b>+Story</b> button, 4 story formats, 67 string variables, 66–67 stylesheets, 53–57	underlining text, 30 Upload It! option, 32 uploading games, 17–18 pictures, 31–32, 74
testing, 13–15 text effects, 40–41 emphasizing, 29–30 random, 41–43	variables, 46–53, 62–67 video games brief history, ii–iv ideas for, iv–v, 70–76 tools for making, ii, vi–vii