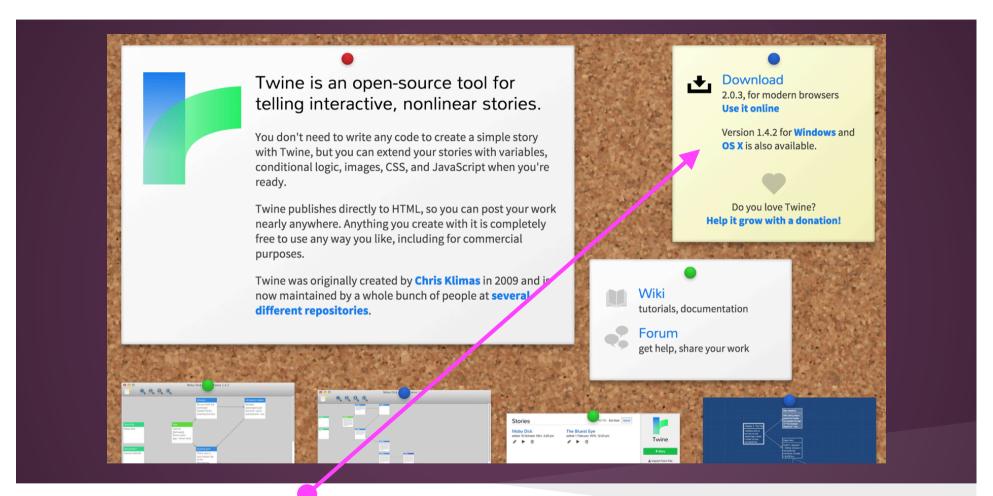
Twinery

An open-source tool for telling **interactive**, **nonlinear** stories.

Choose your own adventure!



http://www.liketotally80s.com/2013/06/choose-your-own-adventure-books/



Install locally or use online.

Your work is saved only in your browser.

That means you don't need to create an account to use Twine 2, and everything you create isn't stored on a server somewhere else — it stays right in your browser.

Two **very important** things to remember, though. Since your work is saved only in your browser, if you clear its saved data, then you'll lose your work! Not good. Remember to use that Archive button often. You can also publish individual stories to files using the dropdown menu next to the Play button in the story editor. Both archive and story files can always be re-imported into Twine.

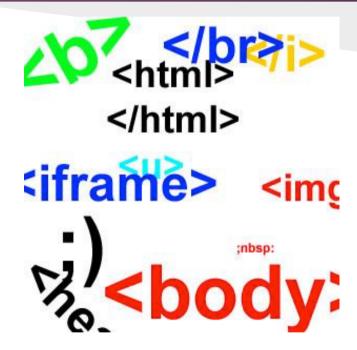
Secondly, **anyone who can use this browser can see and make changes to your work**. So if you've got a nosy kid brother, look into setting up a separate profile for yourself.

Important word of warning!

Some new tricks to learn...

Use simple html commands to change fonts, embed images etc.

Think of it like creating a webpage!



http://www.techiwarehouse.com/cat/25/HTML

When you're finished

Download your story and share with others.

Anyone with a web browser can enjoy your story.



http://en.freesale-vietnam.com/news/upgrade-your-web-browsers-to-the-latest-version.html

Thanks!

An example from my students

Twinery wiki

Contact me: @NL_84 on Twitter