<div align="center">**AMAZing Stories**</div>

Activity introduction:

What's Twine:

**Twine is an open-source tool for telling interactive, nonlinear stories.**

<div align="center">**How to use Twine in Twenty Easy Steps**</div>

1. Go to https://twinery.org/

2. At the home page, click 'Use it online' in the top right of the screen.

3. You will arrive at the 'Stories' page. On the right hand side of the screen click on the green '+Story' button.

4. Type in the name of your story. We will call this one 'Pac-Man versus the Ghosts'. When you have typed in the name of your story Press 'Add'

5. You will see this screen:
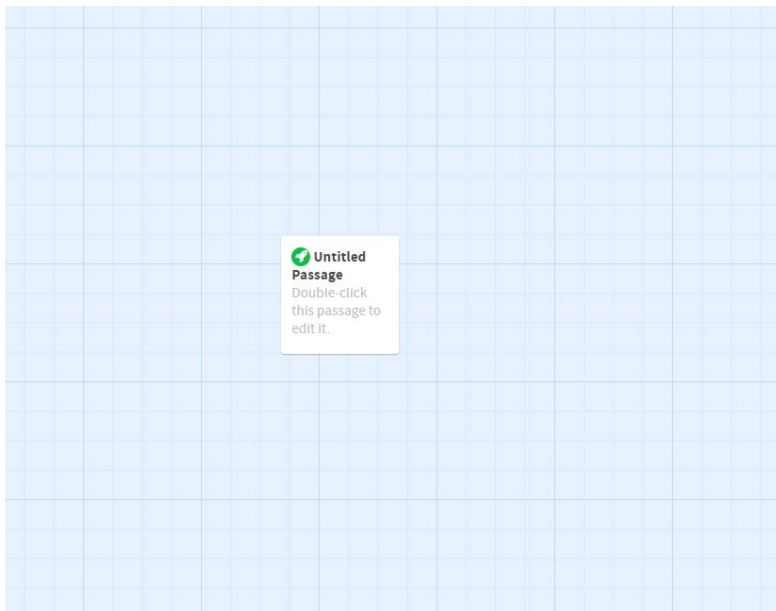
6. Place your mouse cursor over 'Untitled Passage' and double click. You will see this screen:

```
Untitled Passage                                    ⤢   ✖

  ＋Tag

 • Double-click this passage to edit it.
```
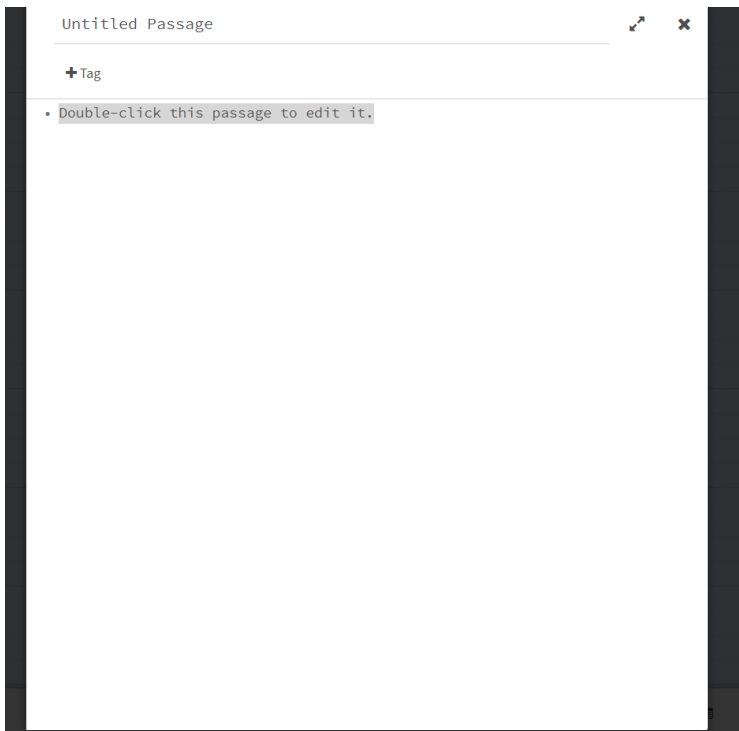
Click on the top line 'Untitled passage'. We will name this 'Pac-Man meets the Ghosts'. Then double click where it says 'Double-click on this passage to edit it'.

In Twine, to make a story we must use basic programming so that the program knows what to do.

To make a story, we must use double square brackets [[and then put the instruction inside and then close the brackets]] after we have told the program what we want it to do.

So, if we want Pac-Man to run away we will write [[Pac-Man runs away]].

However, if we want to give Pac-Man the chance to do something else, we must add another instruction.

So, we will also say [[Pac-Man eats a pill]] on the line below.

The screen will look now like this:

```
Pac Man meets the Ghosts                            ⤢   ✖

  ＋Tag


[[Pac-Man runs away]]
[[Pac-Man Eats a pill]]
```
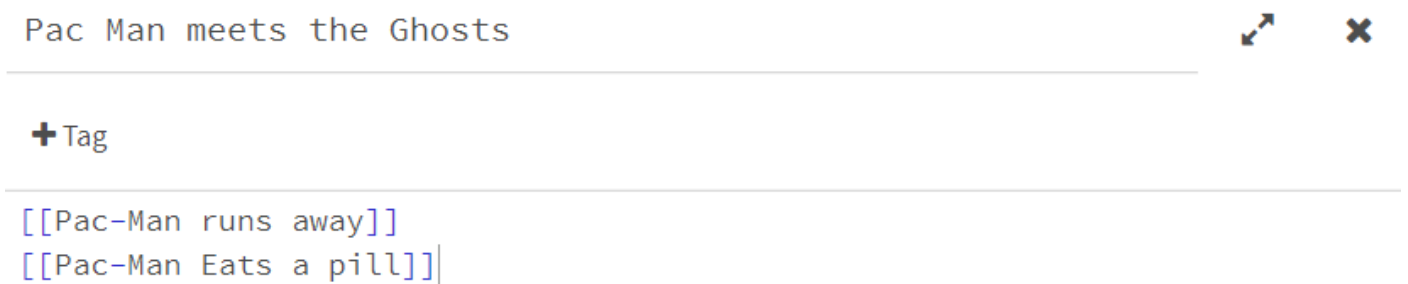
7. Press on the cross 'X' at the top right of the screen. Your screen will now look like this:

You will see that story has two branches to it. Double click onto 'Pac-Man runs away'

When in that screen type [[Pac-Man disappears into the tunnel]] on the first line.

On the second line type [[Pac-Man is eaten by a ghost]]

Pac-Man runs away

+ Tag

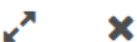[[Pac-Man disappears into the tunnel]]
[[Pac-Man is eaten by a ghost]]

Your screen will look like this. Press the 'X' to exit this screen.

8. Double click onto 'Pac-Man eats a pill'

When in that screen type [[Pac-Man munches the ghost]] on the first line

On the second line type [[The ghost escapes Pac-Man]]

Pac-Man Eats a pill

+ Tag

- [[Pac-Man munches the ghost]]
- [[The ghost escapes Pac-Man]]

Your screen will look like this. Press the 'X' to exit the screen.

9. Your screen will now look like this:

You can see that the branching story is taking shape.

However, all good stories need a beginning, middle and an end.

10. Click on 'Pac-Man is eaten by a ghost'. On the first line type [[Pac-Man dies]].
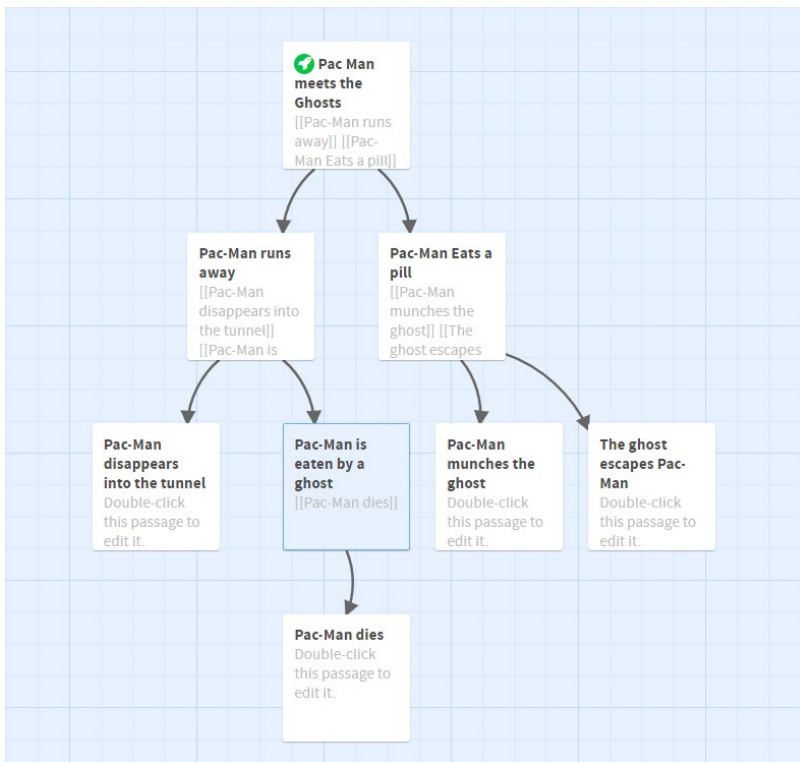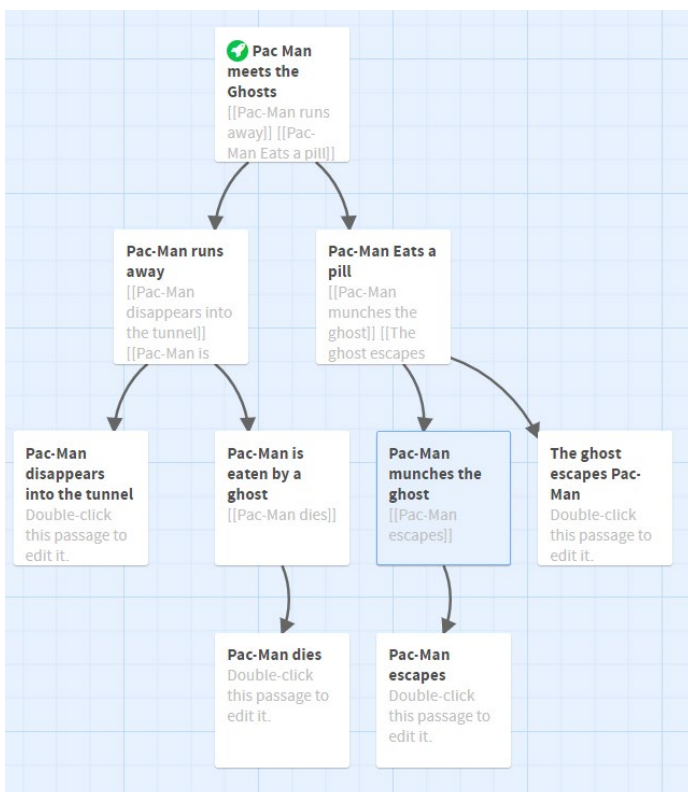   Your screen will look like this:

Press the 'X' button.

11. You screen will look like this:

12. Now click on 'Pac-Man munches the ghost' and write on the first line [[Pac-Man escapes]] Press the 'X' button.
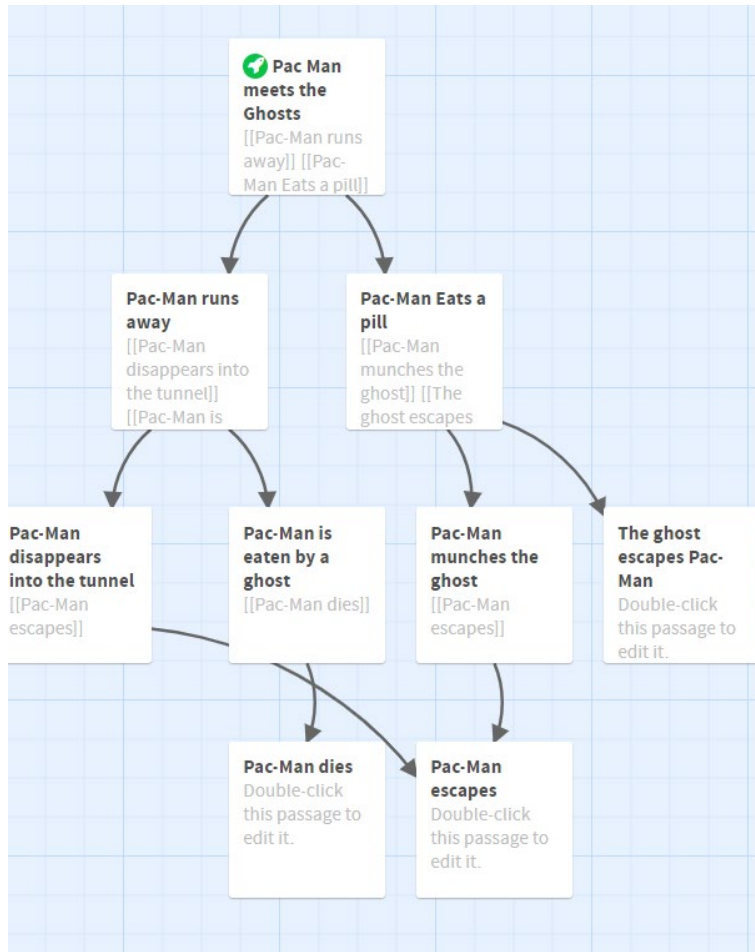
13. Your screen will look like this:

14. Now click on 'Pac-Man disappears into the tunnel'.

15. On the first line write [[Pac-Man escapes]]. Press the 'X' button.

16. Your screen will look like this:

We can see that there TWO arrows that lead to the same place. So two different actions have the same outcome. This means we have three endings now. We need an ending for the final branch.

17. Click on 'The ghost escapes Pac-Man'. Write [[Pac-Man meets the Ghosts]] on the first line. Press the 'X' button. Your screen will look like this:
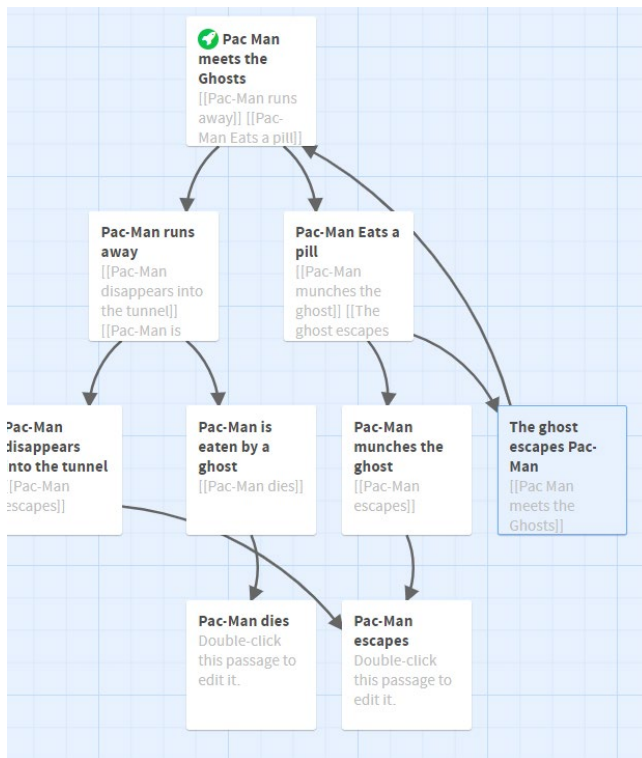
18. We have finished creating our story. Click on the 'Play' button at the bottom of the screen:
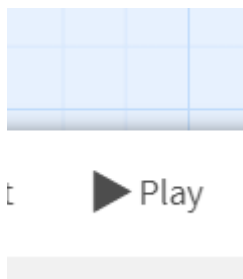
19. You will see a screen like this:

20. Click on a choice in each screen. Unlike normal stories, there are many different endings to this story. Which one did you end up with?