



Twine



BASICS

Twine is a free, open-source tool that allows users to create interactive, non-linear stories without advanced programming. It is well suited for building branching narratives and decision-based escape games

URL / Access: <https://twinery.org/>



ADDITIONAL INFORMATION

Multilingual support: Twine can be used in any language, as all text is user-generated. The interface is in English.

Technical requirements: Works on computers (Windows, macOS, Linux) or via a web browser. Internet connection is only required for the online version.

Adaptations for SLD users: Twine supports short text passages, clear choices, and visual separation, which helps learners with SLD navigate content step by step.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No



HOW TO USE IT

1

STEP 1:

Go to the Twine website and choose whether to use the browser version or download the desktop app. Click “Create a Story” to start a new project.

2

STEP 2:

Write short text passages and connect them using links to create choices. Each choice leads to a new passage, allowing multiple paths and outcomes in the escape game.

3

STEP 3:

Add simple logic (optional) such as variables or conditions to track progress, solved puzzles or collected clues.

4

STEP 4:

Test the story using the “Play” mode. When finished, export the project as an HTML file that can be shared online or used offline.

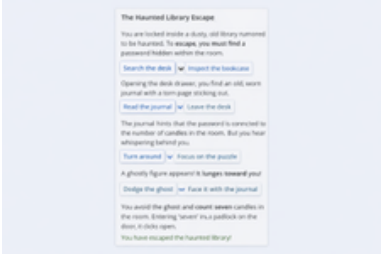



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Branching path</p> <p>Possible use: Each correct answer opens a new passage, while wrong answers loop back or add time pressure.</p>
	<p>Example: Digital lock simulation</p> <p>Possible use: Players select code combinations through linked choices until the correct one is found.</p>



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Narrative-based escape room</p> <p>Possible use: Twine hosts the full story of an escape room.</p>
	<p>Example: Hidden clue reveal</p> <p>Possible use: Certain passages only appear if previous clues were "collected."</p>