GRADUATING FROM BEGINNER STATUS IN TWINE

The following handout explains how to install the SugarCube 2 Twine Story Format and how to import others' games into your Twine environment.

Beginner No More!

If you've made it this far, you're not really a beginner anymore. You can make links, you can alter your game's appearance in CSS, you can do some programming, and you can create folder structures to accommodate your media files. But let's make it official and graduate from beginner status by installing the standalone Twine app, installing the SugarCube 2 story format, and learning how to open other people's Twine games to see how they're made.

Installing SugarCube 2

It's a mystery to me why Twine uses SugarCube 1 by default. SugarCube 1 is officially out of date and no longer being actively developed. As we saw in our previous video, it has some serious problems — like, its music functionality only works in the Firefox browser.

SugarCube 2 fixes all these shortcomings, but you need to download and install the Twine standalone app to be able to use it. (You access the online version in a web browser; the "offline" version, by contrast, is a program on your computer. The web-based version of Twine doesn't let you change story formats.) So begin by going to **twinery.org** and downloading the app version of Twine for your computer.

Next you'll want to move any games you made in the web version of Twine into the standalone/"offline" version you just downloaded. To do that, go to the web version, click on the game you want to move over, click on its name, and select "Publish to File." Save it somewhere you'll remember, like in your Documents folder.

Next, open up the Twine standalone/"offline" app, and, from the main screen, with the list of all your stories, click "Import From File" from the right-hand menu. Point it to the file you just downloaded in the previous step, and that story will now appear in your Story list.

Installing SugarCube 2 is pretty easy, except for one annoyingly difficult step. But I found a trick to make it easier. So follow this recipe and you'll be good:

1. Go to **http://www.motoslave.net/sugarcube/2/** and scroll down to the download section. Click on **"SugarCube v2.x for Twine 2 (local/offline) [ZIP archive]"** to download the .zip file containing the SugarCube 2 files.
2. Find this file on your computer (it's probably in your Downloads folder) and "unzip" or "extract" it. (Windows makes this process unnecessarily difficult. Basically, right-click the folder, click Extract All, and then follow the instructions.) Now you'll have a folder called **SugarCube-2**.
3. Put the **SugarCube-2** folder somewhere sensible, like your Documents folder. You do NOT want to ever delete this, so put it somewhere safe.

4. This next step might seem pointless, but it does serve a purpose. Find the **format.js** file inside the **SugarCube-2** folder and drag it into your favorite web browser (Chrome, Firefox, Safari, whatever). It will display a bunch of nonsense, but don't worry about that. Just go up to the address bar of the browser, where you will see a URL that looks something like **file:///yaddayaddayadda/format.js** That URL is what we need! Highlight it and select "Copy".
5. Now, open the Twine app. (Don't go to the online version of Twine — you need to be in the proper "offline" Twine app for this to work.) From the main Twine Stories page, click on "Formats" on the right-hand menu, then click on the "Add a New Format" tab along the top. Paste in that URL we grabbed in the previous step! Click "Add" and you should have SugarCube 2 installed.

Now, go into one of the games you've made, click on its title, and select "Change Story Format." SugarCube 2 should be at the bottom of the list. Select it.

If you switch a game you made in SugarCube 1 into SugarCube 2, you'll notice some small differences. Your `<<if>>` statements will still work, your `<<audio>>` will now play, but things will look a little different. For instance, the space where your sidebar used to be will be back. To make it normal, delete `margin-left:3.5em;` from the body CSS block and insert this new CSS block into your Stylesheet:

```
#story {
        margin-left:3.5em;
}
```

SugarCube 2 has some cool new macros, like `<<timed>>`, which allows you to do cool time-delay effect. Check out the full list at **http://www.motoslave.net/sugarcube/2/docs/macros.html**

Since you're no longer a beginner, I'll let you figure out the rest.

Opening Other People's Games in Twine

This is my last Twine tutorial. After this, you're on your own. If you have questions, you can ask Google, or ask the Twine community (**https://twinery.org/forum/discussions**), and you'll probably get the help you need.

Another really good way to learn how to game Twine games is to see how other people made theirs. This is extremely (even, surprisingly) easy to do. Find a Twine game you like and, in your web browser, save it to your hard drive. (If your browser gives you the option to save only the HTML or the whole website, just choose the HTML.) Then follow the steps listed above for opening up a game in Twine (i.e., use "Import from File" from the main Twine Stories screen). Now you'll be able to see all the code that the creator used to work their magic. (Note that if you make your game public online, anyone can also do this to your game — which I think is pretty awesome, but you might want to make sure your code is nice and clean!)

If the game you downloaded doesn't load properly in Twine (and you're sure it is actually a Twine game) that's probably because it was designed in Twine 1 and you're using Twine 2. (A lot of famous Twine games, like *Depression Quest* and *Queers in Love at the End of the World* and *With Those We Love Alive* were made in Twine 1.) Good news: you're no longer a beginner, so you'll have no trouble downloading Twine 1 and opening up the HTML file in there, and reverse-engineering the game in that way!

Go forth and make awesome Twine games!