

Twine | Harlowe 2.1.0

Link markup

Hyperlinks are the player's means of moving between passages and affecting the story. They consist of *link text*, which the player clicks on, and a *passage name* to send the player to.

```
[[Choice]]
```

This creates a passage called "Choice" and links the current passage to it. The passage name and the text the reader sees are the same.

```
[[Poke the bear|Death]]
```

This creates a passage called "Death," but the link the reader sees is "Poke the bear."

Style markup

Often, you'd like to apply styles to your text – to italicize a book title, for example. You can do this with simple formatting codes that are similar to the double brackets of a link. Here is what's available to you:

Styling	Markup code	Result	HTML produced
Italics	//text//	<i>text</i>	<i>text</i>
Boldface	' 'text'	text	text
Strikethrough text	~~text~~	text	<s>text</s>
Emphasis	*text*	<i>text</i>	text
Strong emphasis	**text**	text	text
Superscript	meters/second^^2^^	meters/second ²	meters/second²

The complete manual can be found at <https://twine2.neocities.org>

Download Twine at <http://twinery.org>