

Special Effects

Twine can put in some “special effects” when a passage loads. These effects are called **transitions**.

Here are the names of the transitions and what they do:

Shudder - the text on the page shakes from side to side as it loads

Pulse - - the text on the page gets bigger and smaller, like a pulsing light

Rumble - the text on the page shakes up and down as it loads

Flicker - the text flickers as it loads (you need to add time for this - see below)

```
(transition: "shudder") [ Why did the room shake just there?  
Maybe you should get out quickly. Should you leave by  
the [[red door]] or [[the blue door]]? ]
```

You can also tell Twine how long to make an effect last by adding a **transition-time** setting in milliseconds (e.g. 2 seconds would be 2000 milliseconds).

This is most useful for flicker, which goes so fast you can't see it unless you specify it lasts two or three seconds.

```
(transition: "flicker")+(transition-time: 3000)  
[The light flickers on, revealing... ]
```