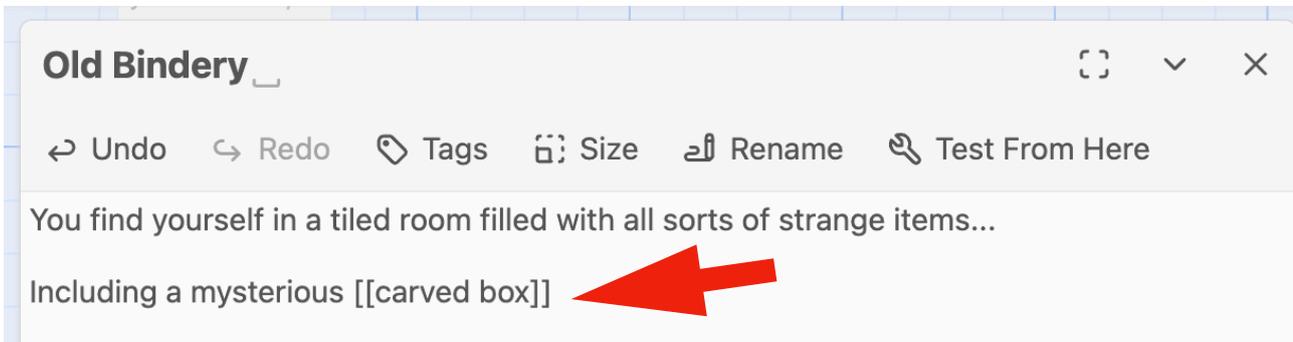# Links

To create a clickable link to another passage, put the name of the passage you want to link to inside two sets of square brackets: **[[name of next passage]**

Old Bindery

↩ Undo   ↪ Redo   ◇ Tags   ⬚ Size   ⧉ Rename   ⚒ Test From Here

You find yourself in a tiled room filled with all sorts of strange items...

Including a mysterious [[carved box]]

The words inside the double square brackets are now a link to another passage called **carved box**.

If next passage didn't exist before we typed its name inside the brackets, Twine will **create** it and its square will appear on the story overview.
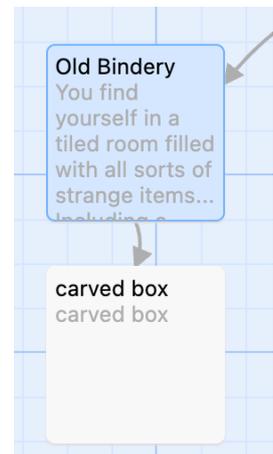
Tip: A common glitch is accidentally creating new passages by not typing an existing passage's name exactly the way it appears, for example by adding an extra space at the end, at the beginning, or missing out a space.
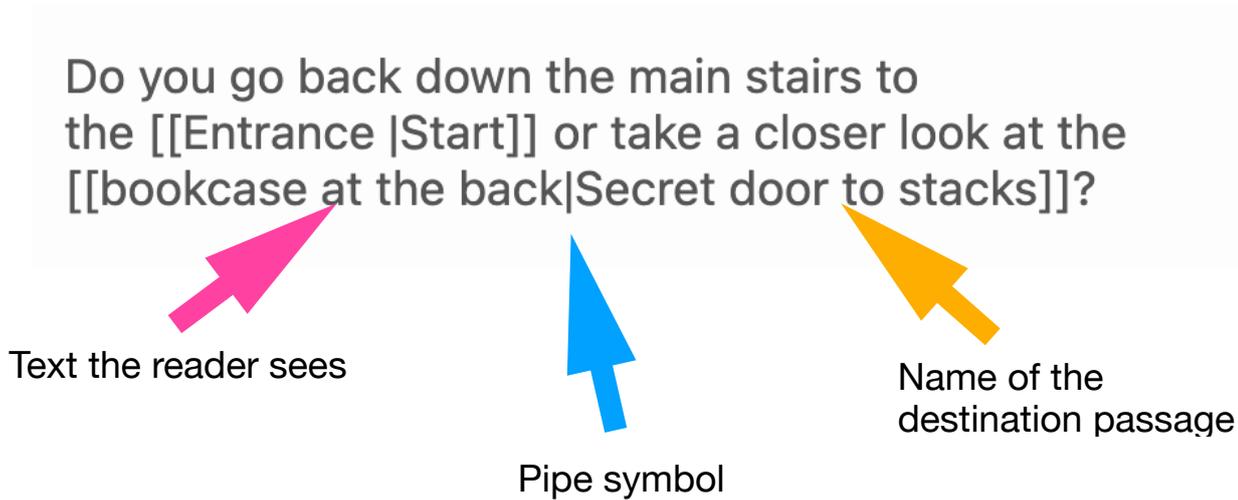
If we **test the story** by clicking the Test from Here button on the passage editor window this is the webpage that appears:

You find yourself in a tiled room filled with all sorts of strange items...

Including a mysterious carved box

Secret Link

If a passage's name is either very boring: "next passage" or a dead-giveaway in terms of plot: "secret room" you might want the clickable link to it to say something else. This can be done using the 'pipe' symbol: |

Do you go back down the main stairs to
the [[Entrance |Start]] or take a closer look at the
[[bookcase at the back|Secret door to stacks]]?

Text the reader sees

Pipe symbol

Name of the
destination passage

When you test or play the story from the start, this is what the reader will see, concealing the fact that the bookcase has a hidden secret door:

Do you go back down the main stairs to
the **Entrance** or take a closer look at the
bookcase at the back?