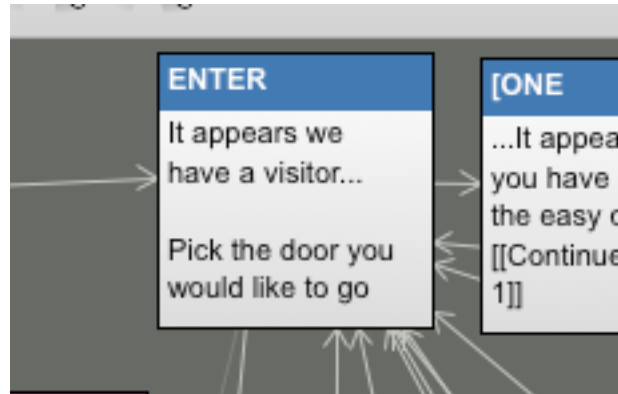
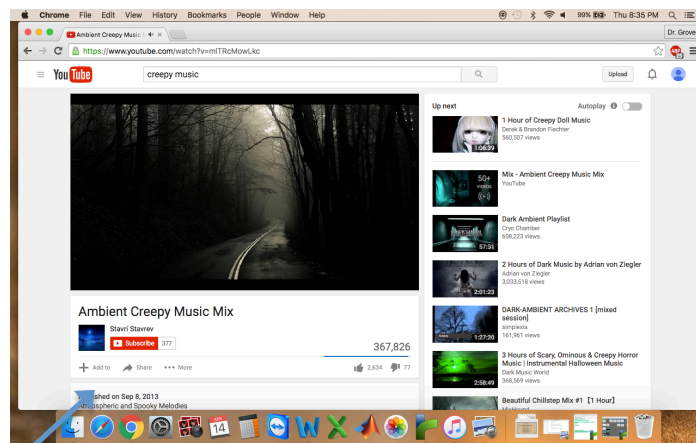


How to....Add background music to your twine game.

Step 1: Select the step in your Twine game you would like to use the music in (I will pick the step called ENTER).

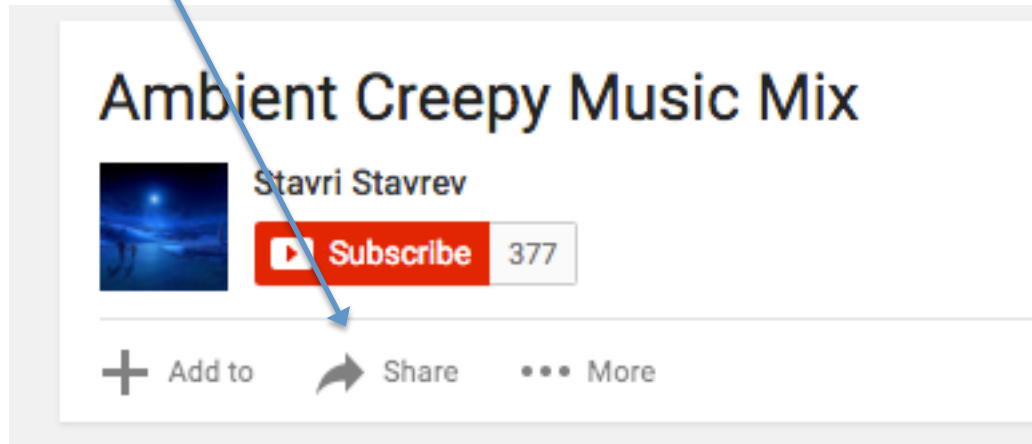


Step 2: Select a YouTube video that you would like to have playing in the background.



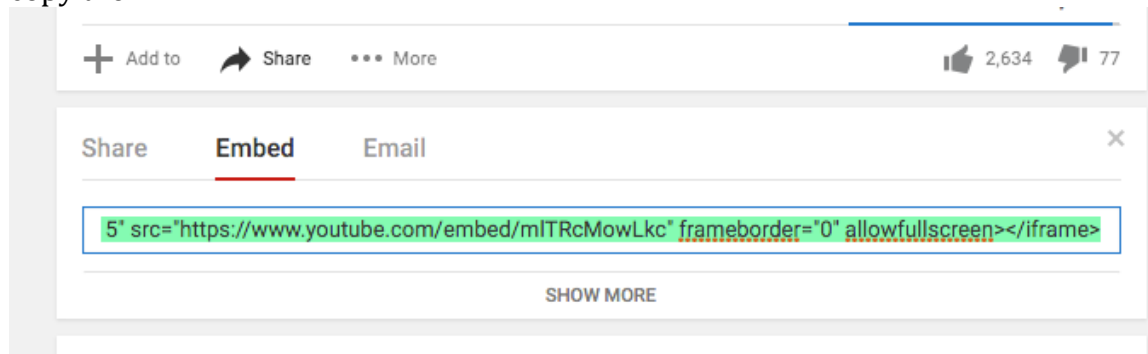
Step 3: You'll notice below the video it will have a menu that says "Add To/ Share/ More///"

It looks like this:



Click on the "Share" button.

Step 4: You will then have the option to "Share/ Embed/ Email" Click Embed and copy the link.



Step 5: Copy and paste the URL into your Step in the twine game.

The screenshot shows the Twine 1.4.2 interface. At the top, a story path is visible with nodes: Start (green), ENTER (blue), [ONE] (blue), and STORY 1 (blue). The 'ENTER' node is selected, and its content is displayed in a text area below. The text area contains the following code:

```
It appears we have a visitor...

Pick the door you would like to go through

[[Door 1|[ONE]]
|THREE]]          [[Door 2|[TWO]]
                  |THREE]]          [[Door 3
|THREE]]

[img[doorway]]

<iframe width="0" height="0"
src="https://www.youtube.com/embed/-0vZ4Af1KhU?autoplay=1"
frameborder="0" allowfullscreen></iframe>
```

A blue arrow points from the 'ENTER' node in the story path to the code editor. Another blue arrow points from the code editor to the text area below.

Step 6: Where it says `<iframe width="560" height="315"`, delete the 560 and 315 and insert a 0, as shown in the photo above.

Step 7: At the end of the specified video name in the URL, type the code `?autoplay=1`. This plays the video automatically.

So for example:

-What I copy from Youtube:

```
<iframe width="560" height="315"
src="https://www.youtube.com/embed/mlTRcMowLkc" frameborder="0"
allowfullscreen></iframe>
```

-What I change:

```
<iframe width="0" height="0"
src="https://www.youtube.com/embed/mlTRcMowLkc?autoplay=1"
frameborder="0" allowfullscreen></iframe>
```