Underground Adventures
Interactive Fiction

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Riddle 5 from *The Exeter Book* (c. 1070)

I’m by nature solitary, scarred by iron and wounded by sword, weary of battle. ...

[Crossley-Holland translation of this riddle removed for (c) reasons.]
A Few Milestones

... ELIZA, SHRDLU, Hunt the Wumpus
1975 Will Crowther creates Adventure
1976 Don Woods adds to Adventure
1977– Zork developed at MIT
1979 Infocom founded (Deadline, AMFV, Hitchhiker’s)
1983 Melbourne House releases The Hobbit
1984 Synapse publishes Pinsky’s Mindwheel
1989– Oz Project at CMU
1993 Nelson releases Inform and Curses
1995 First IF Competition announced on USENET
1997 Cadre’s I-O
2000 Short’s Galatea
What is an interactive fiction?

Plenty of things, but here are a few:

- A text-accepting, text-producing computer program
- A simulation of a world
- A literary work
- A computer game or puzzle
The Works

2 groups of 2-3 people for each...

• Curses (Graham Nelson, 1993)
• Varicella (Adam Cadre, 1999)
• Shade (Andrew Plotkin, 2000)
• Savior Faire (Emily Short, 2002)
To Be Continued...

Playing IF
Suggestions: http://nickm.com/if/rec.html
IF Archive: http://ifarchive.org

Writing IF
Inform site: http://inform-fiction.org

History and theory of IF
Twisty Little Passages: An Approach to Interactive Fiction, Nick Montfort,
MIT Press, Dec 2003