

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