



Jack Toresal
and
The Secret Letter

Welcome to the first adventure of Jack Toresal!

Jack Toresal and The Secret Letter is a story about a fourteen year old orphan living in the town of Toresal, in the Kingdom of Miradania. Miradania has been going through



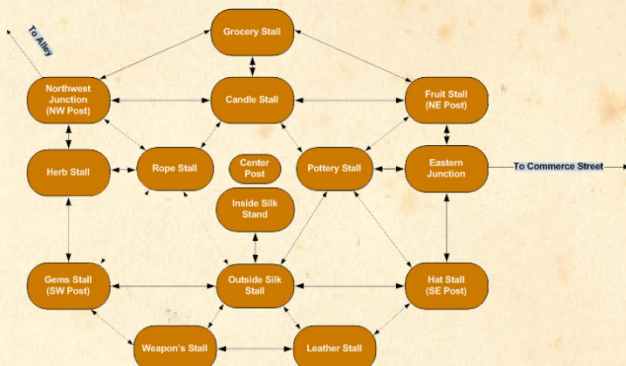
political turmoil since the old Lord Toresal died mysteriously two years past. The new lord, Baron Fossville, has taken up residence in town and retains strange men from faraway lands to manage his affairs. Many of the residents of Toresal have begun to gossip. The traditional home of the lord of Toresal is Lord's Keep. It remains largely empty except for the Kingdom soldiers and a few servants. Recently, there are rumors that the Queen and her daughter have traveled to Toresal for mysterious reasons.

This is Interactive Fiction

If you're new to Interactive Fiction, or Text Adventures, we would like to take you on a small tour to show you how it works. Interactive Fiction is a both a game and story combined. It allows you, the player, to act as the main character in the story. To do this, you enter natural language commands using your keyboard. One of the first things you



want to learn how to do is to move around. Unlike a video game, there isn't an animated character to move about with your mouse. Instead, you will tell the main character where you want them to go. In order to make this task easy, we provide you with simple compass directions like NORTH, NORTHEAST, and EAST, UP, DOWN, IN, or OUT that you can type to move the main character through the setting of the game. The map of Toresal is very big, with over eighty locations to visit. You will visit some of these locations once and others several times. One good idea is to



Grubber's Market during the day

use paper and pencil to draw a map of Toresal as you move about. This way, you can remember where everything is as you play. Movement commands can be abbreviated; so instead of typing GO NORTH or NORTH, you can simply type N and the game will understand what you mean.

What you see is what can GET



Once you're comfortable moving around in an Interactive Fiction game, you'll notice that each location has a detailed description. Within this description there are clues that might help you solve a puzzle. For instance, a kitchen may have a drawer that you could open by typing OPEN DRAWER. This might reveal silverware, where you might be able to type TAKE KNIFE. There may also be a garbage disposal where you could, well, dispose of something; PUT EVIDENCE IN GARBAGE DISPOSAL. And of course you'd need to activate the disposal, so there's likely going to be a switch on the wall somewhere nearby. TURN DISPOSAL ON. Don't forget to TURN DISPOSAL OFF. But pay attention at all times and read every description thoroughly. The story you're in may do things differently than you would at home. The trick is to become immersed in the story and enter commands that make sense to the main character. If you have decided to pick up things, you can review your INVENTORY at anytime. If you think a particular object is more interesting than others, you may try to EXAMINE it. If you don't need something, go ahead and DROP it anywhere. Be careful though, almost everything has some usefulness.

If it moves, it probably Talks Too



One of the amazing things within an Interactive Fiction story is the other characters milling about. Some of these characters will move around from location to location. Some will follow you. Some will try to avoid you. And some of them might try talking to you. And if they don't, you can always try to TALK TO them. You can also SHOW things to people and BUY things from others.

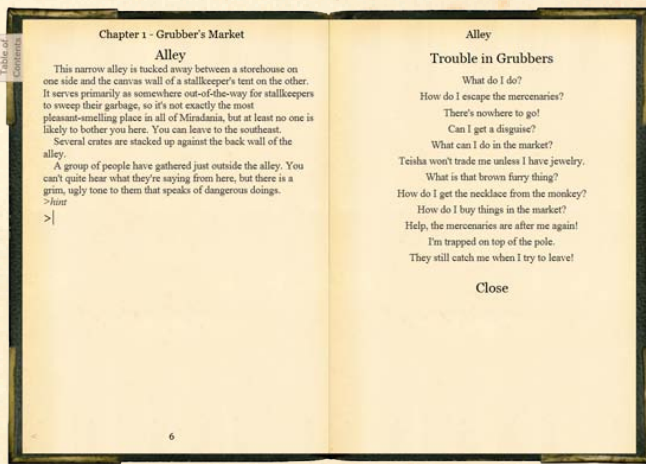
Jumping off a Cliff is Safe Here

(but not anywhere else!)

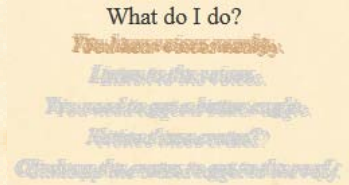


If you feel you're about to make an important decision and would like to SAVE your place, don't worry, you can always RESTORE it later. If you want to start over, just RESTART the game at any time. You can also click on the Table of Contents tab and use the menu items for saving and loading your place in a game.

Help is on the way



If you're having trouble figuring out what to do next, you can always consult the handy hints built into the game. If you type HINT or HINTS or click on the Table of Contents tab and then click Get Hints, a list of hint topics will be displayed on the right page. You can click each topic and the list of hints will be displayed. But



wait! You can't read them! Don't worry. Each hint is available in the order they're displayed. So if you click on the first hint, it will shimmer magically and become readable and the next hint will become available, and so on. There is no restriction on using the hints, so use them whenever you need to.

Take a short cut, please!

Many of the commands you can enter within the game have abbreviations or shortened versions. For instance, you can type INVENTORY (or I). If you want to do something again, you can type AGAIN (or G). You can also type WAIT (or Z) when you just want to watch what happens next.

Time Travelling

There is a very special command for going back in time...called UNDO. If you enter this command, it will undo your last turn. In fact, you're able to UNDO up to five times in the game. This can be very handy when you find yourself on the wrong path.



Other Common Commands

Some other command commands involve your senses. You can LISTEN, SMELL, TASTE, TOUCH, and of course EXAMINE. You can also SLIDE, JUMP, KICK, KILL (hey, this *is* an adventure!), ATTACK, SLEEP, RUN, CLIMB, HIDE, and even PRAY.

Sample Transcript

To give you a feel for how to play Secret Letter, we've put together a transcript of an imaginary game. In this game, you're a dog and you're trying to get out of the yard to chase a rabbit. You don't want to hurt the rabbit. You just want to chase it.

You let out a shallow, "Woof." You see the rabbit, sitting quietly in the next yard, but you know you're not "allowed" to go over there. The rabbit knows too. The two-legged things don't realize that the rabbits like to taunt dogs every chance they get.

The rabbit whispers, "Such a wonderful day, isn't it, Yellow Dog?"

"Woof!" you reply, this time louder and with hackles raised. The battle is joined.

> examine rabbit

This particular rabbit you know all too well. His name is Short Hair Fast Track and is one of the young adults in the neighborhood. You've chased him a couple of times without even a sniff of his tail. This one *is* fast.

> examine yard

Which do you mean, your yard, the yard with the rabbit, or the yard without the rabbit?

> my yard

Your yard is fantastic. The two-legged creatures are always trimming, mowing, and buzzing around, nearly as much as the cool flying yellow and black things. The one downside to the yard is the invisible newspaper. You were swatted on the nose a few times in your youth and then one day the two-legs let you out into the yard. All they did was put a second collar around your neck. First chance you got you went straight for the road and WHAM the invisible newspaper thwacked you in the head. You tried a few more times, but there was no getting around the invisible newspaper.

> examine yard with rabbit

That yard is not nearly as nice as yours. Sure, those two-legs buzz around just as much as yours, but hey, nothing can touch your yard.

The rabbit licks a paw and rubs his face and whines, "Stupid, aren't you Yellow Dog?"

"Woof! Woof! Woof!" you yell, helpless in your yard. One of your two-legs pops out of the house and yells your name.

> bark

The two-leg yells at you to come in...

The game has ended in a draw. You can QUIT, RESTART, RESTORE, or UNDO.

> undo

Yard

A two-leg is standing on the porch waiting for you to bark again.

> lay down

Your two-leg goes back in the house.

Your score has just gone up by one bone giving you a total of one bone and the rank of Beagle.

> x house

You look at your house. It's big. It's really big. There are bushes on either side of the porch. You love bushes. You pee on them all the time because they're *your* bushes.

> x bushes

The bushes are neatly trimmed and cover the front of the house.

> look behind bushes

Up to your height when standing there is brick and above that there is white stuff. You want to pee on the white stuff too, but you can't "reach" it. You've peed on the brick, but it doesn't seem as exciting as the bushes or the white stuff. There is a small green wire running along the brick to the edge of the house and down into the ground.

> eat wire

Feeling a little mischievous, you try to grab the wire with your teeth. The invisible newspaper slams you in the head.

The rabbit hops away a few feet looking concerned. He says, "Stupid Yellow Dog."

> again

You ignore the invisible newspaper and bite the wire clean through and all of a sudden the invisible newspaper disappears.

Your score has gone up by one bone, giving you a total of two bones and the rank of Labrador.

> chase rabbit

You leap at the rabbit and just about get his tail before he bounds off through the neighborhood. You chase him for a minute and lay down, frustrated, but happy.

The rabbit appears several yards away and yells, "Smart Yellow Dog. You won't see me again."

"Woof!" you yell back.

Your score has gone up by one bone, giving you three bones and the rank of St. Bernard.

The game has ended in a draw. You can QUIT, RESTART, RESTORE, or UNDO.

Credits

Jack Toresal and The Secret Letter

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Written by Michael Gentry adapted from a story by David Cornelson.

Inform 7 by Graham Nelson, with several useful extensions by Emily Short and Graeme Jefferis.

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The opening Grubber's Market puzzle was co-designed by Gabby Cornelson.

The map was drawn Jennifer Montes.

The book cover, background, and introduction photos are from IStockPhoto.Com

The drawings are by Erika Swanson of SimplyErika.Com

A special thanks goes out to Graham Nelson and Emily Short, without whom Textfyre would not have existed. Their dedication to Interactive Fiction and to the Inform 7 development tools is simply astounding. Inform 7 was the one ingredient missing from making Interactive Fiction a viable commercial endeavor once again and Graham's vision has proven to be extraordinary. With Emily's brilliant partnership, Inform 7 has become a wonderful tool for anyone to create their own worlds and their own stories.

We also want to thank everyone in the Interactive Fiction
hobbyist community for their support including:

J. Robinson Wheeler, Helpful Copywriter

Justin de Vesine, Purveyor of Fine Apples

Gunther Schmidl, Isolated Exception

Marius Muller, Futile Attempts Coordinator

Jose Borges, Anxious IFReviewer

Nate Cull, Licensed Professional Gawker

Adam Atkinson, Importer of Sardinian Cheeses

David Given, Hazardous Foodstuff Evaluator

Mark Musante, Fine Consumer of Apples

David Welbourn, Junior Protocol Officer

Roger Carbol, Amoral Support

Sarah Morayati, Apple Volatility Engineer