Overview of Rules **Startup Rules:** Executed once, when play begins: whenever the player opens or restarts the game Consulted in Play Starting the virtual machine virtual machine startup rule Parser template files Deciding the scope activity: Available for the author to add to; empty until then. The main work of "for reading a command" is passed off Determines what the player can refer to. Use 'after deciding the scope" initialise memory rule to the template layer and performed in Inform 6: Mostly useful for creating it is delicate and fiddly work dealing with arrays of input to add to the player's list of available window layouts text. However, there are a number of activities that and setting styles in Glulx, and This chart attempts to describe the rulebooks and activities allow us to meddle in the behavior of the parser other things that have to happen seed random number generator rule without having to deal with Inform 6 directly. before any window is opened followed during a game session in Inform 7, as specified by the Deciding concealed Standard Rules. update chronological records rule possessions activity: Supplying a missing noun Determines which NPC holdings are in scope and which are out. Adds a noun when the player leaves position player in model world rule Omitted from this chart are **procedural rules**, which are consulted it out, when the command grammar Reading a command activity: Printing a parser error activity: whenever Inform "follows" another rulebook (as a hook for the runis designed to permit ambiguity. When Play Begins rules: What happens if the parser Should probably not be replaced with cannot decide what to do start in the correct scenes rule ambient odour rule time manipulation of rulebook contents themselves). Available for the author to add to; a for rule, but provides valuable hooks with input at all, and has to print empty until then for modifying commands before a reply explaining what went wrong. ambient sound rule regular parsing continues. **Deciding whether all includes** when play begins stage rule Also omitted are many activities associated specifically with looking block vaguely going rule Rules objects in or out when the player (those that describe darkness or create descriptions of objects in a issues a command using the word "ALL" fix baseline scoring rule Printing the banner text activity: Asking which do you room), and activities that are called very frequently to provide Supplying a missing mean activity: second noun activity: Constructs the banner text of the game; Asks the player for clarification when output text in all sorts of circumstances ("printing the name of can be supplanted with the author's Rule for printing the banner Adds a second the parser is unable to make a choice display banner rule noun, when the command grammar between equally plausible candidates something", "printing the plural name of something", "printing a is designed to permit ambiguity. for a given action. number of something", "listing contents of something", "grouping initial room description rule together something"). Does the player mean rules: Clarifying the parser's Executed to choose among multiple possibilities when choice of activity: the player's command is ambiguous rints the parenthetical clarification More complete documentation of these rules and activities may be when the parser has chosen one of several options. found in the "Appendix A" PDF on the documents section of the very unlikely to mean taking what's already carried rule Inform website: many explanations are included there which are here omitted for simplicity. Rulebooks outlined in pink are indexed in the actions index under individual actions; all others are indexed in the rules index. **Turn Sequence Rules:** Setting action variables Executed repeatedly until play concludes; each iteration constitutes one turn. for (specific action) rules: Called by the generate action rule **Action-Processing Rules:** before the action-processing rules, and Executed once for each action that is performed during a turn, also when another action generates a including those generated by "try" or performed look command to produce a parse command rule room description. Printing a refusal to Sets up the variables for a rulebook. Has ready-made contents for some generate action rule act in the dark activity: complex actions (e.g. looking, **Visibility Rules** announce items from multiple object lists rule going, et al). If the player cannot act because of Executed whenever an action the visibility rules, this activity is described as "requiring light" (consider the scene changing rules) controls what is printed set pronouns from items from multiple object lists rule can't act in the dark rule **Before rules:** every turn stage rule Every turn rules: Available for the author to add to; Available for the author to add to; before stage rule empty until then empty until then. Great for what would in Inform 6 be done with timed events rule timers and daemons: anything Reaching Outside Rules: Repeat for duration of play **Accessibility Rules** that should happen on its own basic visibility rule Executed whenever the accessibility rule without being a direct reaction Called by the basic accessibility encounters a barrier between one object and another, to player action. rule, once for the noun if the and needs to decide whether the barrier blocks access.. advance time rule action requires a touchable noun, and once for the second basic accessibility rule noun if the action requires a can't reach outside closed containers rule touchable second noun. update chronological records rule Scene changing rules: carrying requirements rule Dips down into I6 for the actual access through barriers rule detecting of when scenes should (consider the scene changing rules) change, but this is available as a hook should anyone need to add other instead stage rule Instead rules: Reaching Inside Rules: bookkeeping here. Available for the author to add to; Executed whenever the accessibility rule adjust light rule empty until then scene change machinery rule encounters a barrier between one object and another, and needs to decide whether the barrier blocks access.. requested actions require persuasion rule Implicitly taking activity: can't reach inside rooms rule note object acquisitions rule Considered whenever an action requires Persuasion rules: a "carried" thing, but the item is not carry out requested actions rule Printing the announcement Determines whether an NPC will carried by the player. By default can't reach inside closed containers rule of darkness activity: obey a command. Inform generates a "silently try taking" notify score changes rule attempt here, but we can override this Prints text generated when the player Available for the author to add to; with implicitly taking rules. descend to specific action-processing rule is suddenly in the dark empty until then end action-processing in success rule Printing the announcement Unsuccessful attempt rules: of light activity: Describes what happened if an NPC tries an action but cannot perform it. Prints text generated when the player Overrides "NPC is unable to do that" is suddenly no longer in the dark (by default, tries looking) Available for the author to add to; empty until then **Specific Action-Processing Rules** Executed when called as part of processing When Play Ends rules: each individual action Available for the author to add to; empty until then Player's action awareness rules: These determine which actions should be reported to the player: some work out details of specific action rule complexities arise for cases where, e.g., the player is on the other side of a door being opened by an NPC. Returns true if the player can see the event, and a flag is set. If the flag is not set either before or after the action investigate player's awareness before action rule (that is, the player can see no component of the act either **Shutdown Rules:** Printing the player's obituary activity: before or after it occurs), then the report rulebook is not run Executed at the end of the game Allows the author to override the Check (specific action) rules: for this action. end of play message and behavior Prewritten in library, but can be added to check stage rule player aware of his own actions rule Carry out (specific action) rules: when play ends stage rule print obituary headline rule Prewritten in library, but can be added to carry out stage rule player aware of actions by visible actors rule resurrect player if asked rule print final score rule after stage rule After rules: Available for the author to add to; player aware of actions on visible nouns rule print player's obituary rule empty until then display final status line rule investigate player's awareness after action rule player aware of actions on visible second nouns rule ask the final question rule report stage rule Report (specific action) rules: Prewritten in library, but can be added to (rule succeeds) Handling the final question activity: Parses responses to the final question -- bad idea to modify directly. However, we can change the final question by adding to or editing the Table of Final Question print the final question rule print the final answer rule Amusing a victorious player activity: Dictates what happens should the player choose the AMUSING option from the final question menu, having won a game. read the final answer rule Empty if not filled by the author, and the AMUSING option is only offered if this activity contains at least one rule.. standard respond to final question rule