

TREASURE HUNT

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What is Interactive Fiction?

Interactive Fiction, or IF, is a story-based game that allows you to interact with and solve puzzles in a narrative world by typing text commands. A company named Infocom popularized the genre back in the mid-1980s with IF titles like *Zork* and *Wishbringer*. A group of worldwide hobbyists keeps the art form alive today.

Inputting Commands

As you proceed through the story, you are prompted to enter commands using simple English expressions like **get lamp** or **go north**. More complicated expressions are also allowed, such as **insert the usb drive into the computer** or **give the magic wand to the white wizard**. Many abbreviations are also accepted, such as **i** for inventory or **n** for go north. Actions are not case-sensitive.

Experimenting with *verb noun* combinations is part of the fun of interactive fiction, and this game accepts a wide variety of simple English statements. You can find a sample of actions you can perform on page 2.

Tutorial and Help

To help get you started, the game begins with the in-game tutorial turned on. You can toggle the tutorial off and on by typing **tutorial off** and **tutorial on**. For additional in-game assistance, type **help**.

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Standard Actions

The list below is not complete, but it represents a sample of the many actions you can use in the game.

answer	go	shed
attack	insert	show
burn	inventory	sleep
buy	jump	smell
climb	light	squeeze
close	look	take
cut	offer	tie
drink	open	touch
drop	pull	turn
enter	push	wait
examine	rub	wake
exit	say	wear
give	set	yes

Feelies

<https://coreypopp.github.io/IFhostingTest/feelies/index.html>

Feelies are accessories that exist outside of the game itself. They include tangible things that contribute to the depth of the game, like maps, secret memos, special instructions and other SWAG that may (or may not) provide clues to solving riddles in the game.

Software License

<https://coreypopp.github.io/IFhostingTest/source/license.html>