A Beginner's Guide to Playing Interactive Fiction

Step 1: **Summary**

This site is a quick start guide, designed to help people who want to try interactive fiction, or as it is also called, text adventures. It is divided up into seven steps, which can all be seen in the table to the left. Reading through all the material on this site takes about 10-20 minutes, and that's all the preparation you'll need before you can start downloading and playing games.

If you have played text adventures before, but haven't used the modern text adventure formats (such as Zcode and TADS2), you may want to jump directly to *Step 4:* **How do I download and run games**. If you have never played text adventures, I recommend you read everything here, and even print the page *Step 3:* **How do I play** to keep as a reference while you are playing.

It's now time to move on to *Step 2:* **What is interactive fiction**

A Beginner's Guide to Playing Interactive Fiction

Step 2: **What is interactive fiction**

Interactive Fiction (or IF for short) is both a computer game and a book, or rather something in between. You usually take on the role of the main character in a story. The game tells you what happens to the character, and you tell the game how the character should act. This is not always simple, but can make for a very rewarding experience. The game's output is always mainly text based, but there are some games that will also show images and play sounds. You communicate with the game using text as well, but there are indeed a small number of games that complement this with mouse support.

Many games have problems for you to solve, also called puzzles. How and when you solve these puzzles may affect how the plot unfolds and even the outcome of the game. There are also games that don't have puzzles, but rely on the story itself being good enough to keep the player's interest. The story can still take multiple paths, depending on the player's choices, but the game isn't meant to be an intellectual challenge as such. The first category of games is sometimes called *traditional IF* or *puzzle-based IF* or just *text adventures*, while the latter is called *puzzle-less IF*. There are of course games that are a mix of these two, as well as experiments with the genre that don't fit in anywhere yet.

There are many authors active in interactive fiction today that provide games of excellent quality, regarding literary aspects as well as puzzles. This guide will help you find some of the finest games ever produced, show you how to get them running on your computer and teach you how to play them. As a bonus, almost everything related to IF today is offered free of charge. You can play the best games around without paying a cent (or penny for that matter).

It's now time to move on to

A Beginner's Guide to Playing Interactive Fiction

Step 3: **How do I play**

The game starts

When you start a game, you will first see an introduction, usually consisting of one or a few screenfuls of text, giving you some background on who you are, where you are, and perhaps even what your objectives in the game are. Whenever the game has printed a screenful of text, it will wait until you press ENTER or some other key, so that you get a chance to read everything before it scrolls off the top of the screen.

How to interact

When the introduction is over, you will get a prompt, usually ">", but it may be a little different from game to game. The prompt means that the game is now waiting for you to tell it what you want to do. You do this by typing in imperative commands, as if you were commanding someone. Let's say the introduction told you that you are in a kitchen, and that you can see a closed glass jar standing on the kitchen counter. Commands you could try at this point include *TAKE THE JAR*, or *OPEN THE JAR*, or perhaps *EXAMINE THE JAR* (Throughout this document, things that are written in capital letters with an italic font are complete commands that can be typed into an IF game. They don't have to be typed in capital letters when entered into a game). If you want to, you can skip the articles: *TAKE JAR* will work just at well as *TAKE THE JAR*. If there are several different jars you could mean, the game may ask you which one you mean. Just type one or more words that uniquely identifies one of the items. For instance, if the game says "Which one do you mean, the blue glass jar or the green glass jar?", you might reply *BLUE* to take the blue one. You can also choose to ignore the question altogether, just typing a new command.

Movement

To go to another location, most games expect you to type in which direction you want to go. You can type *GO SOUTH*, but just *SOUTH* will also do the trick, as will *S* (which is the commonly accepted abbreviation for *SOUTH*). Other directions and their abbreviations are *NORTH (N), EAST (E), WEST (W), NORTHEAST (NE), SOUTHEAST (SE), NORTHWEST (NW), SOUTHWEST (SW), UP (U), DOWN (D), IN* and *OUT*. If you are aboard a ship of some kind you may also be able to use *FORE, AFT, STARBOARD* and *PORT*.

Other ways to move around may include commands like *ENTER CAR, GO CAR, SIT ON MOTORCYCLE, GET ON BIKE, CLIMB ONTO SHIP, JUMP ONTO PLATFORM, DIVE INTO LAKE, BOARD SHIP, EXIT CAR, EXIT, LEAVE, GET OUT*. Exactly which commands are recognized vary from game to game as well as from situation to situation in those games. When interacting with IF games, always try to express yourself as simply as possible. If you have tried several ways of expressing yourself and the game refuses to understand what you want to do, you are most probably on the wrong track; it's time to try something completely different.

Common verbs

As you know by now, you can use the verb TAKE to pick up items in the game. Of course, you can also use DROP to drop items. Most modern games actually recognize a hundred different verbs or more. With some of the most used verbs, you can also use multiple items, like this: *TAKE GREEN BALL AND SCREWDRIVER* or *DROP ALL* or *PUT ALL BUT HAMMER IN BAG*. You'll find that ALL is often a very useful word, although it only works with certain verbs, most notably TAKE and DROP. Here are some of the most important verbs, with examples:

LOOK or L	*L* or *LOOK AT BOB* or *LOOK IN JAR* or *LOOK UNDER BED*
TAKE	*TAKE KNIFE*
DROP	*DROP KNIFE*
EXAMINE or X	*EXAMINE KNIFE* or *X KNIFE*
SEARCH	*SEARCH DESK*
INVENTORY or I	*I*
OPEN	*OPEN DRAWER*
CLOSE	*CLOSE DRAWER*
LOCK	*LOCK DOOR WITH RUSTY KEY*
UNLOCK	*UNLOCK DOOR WITH RUSTY KEY*
ASK	*ASK JOHN ABOUT POLICE OFFICER*
TELL	*TELL JOHN ABOUT MURDER*
SAY	*SAY HELLO TO JOHN*
GIVE	*GIVE RABBIT TO BOB*
SHOW	*SHOW KNIFE TO POLICE OFFICER*
WAIT or Z	*Z*
AGAIN or G	*G*

Other verbs you will need from time to time include *ATTACK, BUY, COVER, DRINK, EAT, FILL, JUMP, KISS, KNOCK, LISTEN, MOVE, PULL, PUSH, REMOVE, READ, SIT, SLEEP, STAND, THROW, TIE, TOUCH, TURN, TYPE, UNTIE, WEAR*. There are lots more. Hopefully they will seem natural to you when you need them.

How time works

Almost all IF games count time in turns, rather than hours and minutes. Every time you type something and press ENTER, one turn passes. This also means that until you press ENTER, no time passes. You could think of a turn as being something like a minute, but how long it actually is depends on what you do during that turn. If you want time to pass, but don't want to perform any actions, just type *WAIT* or *Z*. This will prove useful while waiting for someone to arrive or something to get ready in the oven etc (in the game world, not in the real world!).

There are games that use real-time instead of turn-based play, but they are few and far between, and they will tell you about their real-time system at the beginning of the game.

Talking to people

The most useful ways of talking to people usually involve the verbs ASK and TELL. When using them, try to pin down the best keyword for what you are interested in, rather than longer constructs. For example, *TELL BOB ABOUT HOW I SAW SHEILA GIVE A STRANGE AMULET TO ANOTHER WOMAN* is not likely to yield any useful results, but *TELL BOB ABOUT AMULET* or

perhaps *TELL BOB ABOUT SHEILA* may indeed be useful. In other words, you tell the game the subject you want to talk about or ask about, not exactly what to say. The game will try to make reasonable assumptions on what you want to say regarding the subject.

Also note that many games are quite primitive when it comes to modelling people. The author has to put in an enormous amount of work to make people in the game behave realistically and respond well to conversation. In general, don't expect too much from people in the game, but there are of course games that shine in this area too. You'll also see that some authors prefer menu-based conversation, to facilitate interaction.

To tell someone else to do something, type the name of the person, a comma, and then a command. Example: *BOB, BREAK THE JAR*. Just like in real life, most people won't automatically do something just because you tell them to. If you think Bob knows what to do with the jar, you can also try *GIVE JAR TO BOB* or *SHOW JAR TO BOB*.

Special verbs

All games recognize some verbs that don't do anything in the game world, but tells the game something about how you want it to behave, or some special task you want it to peform. These verbs include:

UNDO	Takes back the last move you made.
QUIT or Q	Ends the current game.
RESTART	Starts the game over from the beginning.
SAVE	Saves your current position to a file on disk.
RESTORE	Loads a previously saved game position.
HELP or ABOUT	Shows some information about the game and its author, in some cases even hints to some of the puzzles.
VERBOSE	Tells the game you want a long description of every room you enter, even if you've been there before.
BRIEF	Tells the game you want a long description the first time you enter a room, and a short description when you come back. This is the default mode.
SUPERBRIEF	Tells the game you always want short descriptions of all rooms.

Getting stuck and unstuck

While playing IF, you will get stuck. This is part of the deal -- where there are puzzles, there will also be stuckness. If you grow tired of being stuck in the same spot for too long, you can either type *HELP* in the game to see if there are any hints available, or you can ask other players for hints. A good place to ask for hints is the newsgroup rec.games.int-fiction. That's also one of the best places to meet other IF players, discuss games you've played, get tips on games you should play and more.

Oh, one last thing about playing interactive fiction. Make a map as you play. You are very likely to need it.

It's now time to move on to *Step 4:* **How do I download and run games**

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Step 4: **How do I download and run games**

Most modern IF games are written using a specialized software called an "IF authoring system". There are several systems capable of producing good games, given the right author, but this far two of the systems account for almost all of the high quality games.

When the author compiles the game, the output is a "story file". If the game includes multimedia, there may be additional files for that as well. Now here's the good part: All these files are platform independent. This means that you can download and play a story on your Windows 98 PC, then send that story to a friend who has a Mac. Or a Linux machine. Or whatever. The key to platform independence is called "interpreters" -- programs that know the game format and can show you and let you interact with the story. To make it easier, this guide will help you find the interpreters you need to play the most widely used game formats, Zcode and TADS2, plus some others which are gaining in popularity.

Each game format usually needs its own interpreter, although there are some interpreters that understand several different game formats. Some interpreters need to be installed into your system. Others you just need to copy into your system, and then drag a story file and drop it onto the interpreter, or start the interpreter from the command line. There are usually instructions included in the distribution packages of the interpreters.

Games that include several files are normally packed up into one archive, to make distribution easier. This will usually be a zip-archive, and it can be unpacked using WinZip, PKZip or just about any archiving software that handles multiple formats. Just remember, if you download a game whose filename ends with ".zip", you have to unpack it before you can play.

It's now time to move on to *Step 5:* **Choose platform**

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Step 5: **Choose platform**

Which computer platform will you use to play Interactive Fiction?

- Windows 95 / 98 / ME / NT4 / 2000 / XP

- [MacOS 7 to 9](#)
- [MacOS X](#)
- [Linux or Unix](#)
- [MS-DOS](#)
- [BeOS](#)
- [OS/2](#)
- [Amiga](#)
- [Palm Pilot](#)
- [EPOC / Psion](#)
- [Psion Revo, Series 5/mx or Series 7/Netbook](#)
- [PocketPC](#)
- [Windows CE](#)
- [V-Tech Helio PDA](#)
- [Acorn RISC OS](#)

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Step 6: **Download games**

Computer platform:	**Windows 95 / 98 / ME / NT4 / 2000 / XP**

Important notes:

- *Don't just look at which rewards the games have won - All of the games below are good. Find a game whose description makes you want to play it instead.*
- *All if games are eligible for Xyzzy Awards. not all games enter the rec.arts.int-fiction competition. Some of the games are so new that they haven't had a chance to receive any awards yet.*
- *The games are listed in alphabetical order.*
- *Many games have built-in hints.*
- *Don't use hints or solutions unless you're so stuck that you'll either get help or stop playing the game entirely.*
- *You can usually get hints or answers to specific questions on rec.games.int-fiction. See [Links](#).*

Choose a game:

Aayela

You go on a quest to find a legendary stone. The stone lies in a dark cave, where your eyes won't be of any use to you. This makes for original gameplay.

Downloads:

[Game file](#) (108KB)
   Required

[TADS2 interpreter](#)

Required

All Roads

1st place, rec.arts.int-fiction competition 2001
Winner, Best Game, Xyzzy Awards 2001
Winner, Best Story, Xyzzy Awards 2001
Winner, Best Setting, Xyzzy Awards 2001

Supernatural espionage thriller. Clever story, not much puzzles.

Downloads:

Game file (168KB)
  Required

Zcode interpreter
  Required

Arrival, or Attack of the B-Movie Clichés

4th place, rec.arts.int-fiction competition 1998

Aliens land in your backyard. Being 8 years old, you can't even convince your parents that the aliens are actually there. Uses graphics and sounds.

Downloads:

Game file (852KB)
  Required

TADS2 interpreter
  Required

Augmented Fourth

Humorous game in a fantasy setting, with good and not too hard puzzles.

Downloads:

[Game file](#) (351KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Babel

2nd place, rec.arts.int-fiction competition 1997
Winner, Best Story, Xyzzy Awards 1997

You wake up with amnesia in an abandoned research station in the Arctic.

Downloads:

[Game file](#) (454KB)
  Required

[TADS2 interpreter](#)
  Required

[Hints](#)

[Solution](#)

A Bear's Night Out

5th place, rec.arts.int-fiction competition 1997
Winner, Best Setting, Xyzzy Awards 1997

You play a teddy bear who comes to life when the people in the house are all asleep. Known to be both appealing and suitable for children, and no less so for adults.

Downloads:

[Game file](#) (107KB)
  Required

[Zcode interpreter](#)

Required

[Solution](#)

City of Secrets

Winner, Best NPCs, Xyzzy Awards 2003

You're a traveler whose train makes a short, unscheduled, stop in "the City." At least, you thought it'd be short. Written with beginners in mind. Quite big, but not difficult. Can be played both with and without graphics.

Downloads:

[Game file](#) (6994KB)
  Required

[Glulx interpreter](#)
  Required

Common Ground

You play the same scene three times, from three different characters' point of view. Few puzzles, but rich in character interaction.

Downloads:

[Game file](#) (256KB)
  Required

[TADS2 interpreter](#)
  Required

The Dreamhold

You wake up with amnesia in a very strange place. Written explicitly for beginners - the game will often suggest things to try, in order to teach the player how to play an IF game. Also has an 'expert mode' which makes it play like a regular game.

Downloads:

[Game file](#) (378KB)
  Required

[Zcode interpreter](#)

Required

The Edifice

1st place, rec.arts.int-fiction competition 1997
Winner, Best Puzzles, Xyzzy Awards 1997
Winner, Best Individual Puzzle, Xyzzy Awards 1997

You start out as a prehistoric man who encounters a large, strange stone.

Downloads:

[Game file](#) (177KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Exhibition

5th place, rec.arts.int-fiction competition 1999

You play four different characters walking around at an art exhibition. Rather unlike a game, but contains masterful writing. You can't really win or lose; you can just experience, and in a way shape, the story. Warning: A 4MB download, because game contains much sound data.

Downloads:

[Game file](#) (4270KB)
  Required

[TADS2 interpreter](#)
  Required

Fallacy of Dawn

Winner, Best Individual NPC, Xyzzy Awards 2001
Winner, Best Writing, Xyzzy Awards 2001

You play a strange, brain damaged character, making a living in a video arcade in a near-future dystopian city. Has graphics.

Downloads:

[Game file](#) (5765KB)
  Required

[Hugo interpreter](#)
  Required

Film at Eleven

You play a television reporter on your first big assignment. Rather simple puzzles, and the game often allows for multiple different solutions.

Downloads:

[Game file](#) (112KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Fine-Tuned

You play Troy Sterling, a daredevil hero in the childhood of the automobile. Well written and with lots of humour.

Downloads:

[Game file](#) (287KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Firebird

Based on Russian folk tales, sprinkled with lots of humour and good, yet not to difficult puzzles. Known to be both appealing and suitable for children, and no less so for adults.

Downloads:

[Game file](#) (341KB)
  Required

[TADS2 interpreter](#)
  Required

[Solution](#)

For a Change

Winner, Best Writing, Xyzzy Awards 1999
2nd place, rec.arts.int-fiction competition 1999

Imaginative and innovative game. Part of the problem-solving in the game is figuring out the very special language used. It's English, but a weird flavour.

Downloads:

[Game file](#) (89KB)
  Required

[Zcode interpreter](#)
  Required

Galatea

Best of Show, 2000 IF Art Show
Winner, Best Individual NPC, Xyzzy Awards 2000

Retells the myth of Pygmalion, the sculptor whose statue came to life. The game consists entirely of a conversation with the statue, who is certainly the most elaborate character ever put in an IF game.

Downloads:

[Game file](#) (259KB)
  Required

[Zcode interpreter](#)
  Required

Glowgrass

3rd place, rec.arts.int-fiction competition 1997

A short science fiction story. You are on an expedition to recover artifacts of "the Ancients". Known to

be both appealing and suitable for children, and no less so for adults.

Downloads:

[Game file](#) (144KB)
  Required

[TADS2 interpreter](#)
  Required

Kaged

1st place, rec.arts.int-fiction competition 2000

A dystopian sci-fi story with a rich atmosphere. Has good graphics.

Downloads:

[Game file](#) (1003KB)
  Required

[TADS2 interpreter](#)
  Required

[Hints](#)

[Solution](#)

The Light: Shelby's Addendum

A scary mystery set around an old lighthouse.

Downloads:

[Game file](#) (193KB)
  Required

[TADS2 interpreter](#)
  Required

[Solution](#)

Masquerade

A romantic story set in the 19th century. The game is rather linear most of the time, but there are many different endings.

Downloads:

[Game file](#) (220KB)
  Required

[Zcode interpreter](#)
  Required

Metamorphoses

2nd place, rec.arts.int-fiction competition 2000
Winner, Best Writing, Xyzzy Awards 2000

You're a slave girl on a mission for your master. Rich story *and* good puzzles.

Downloads:

[Game file](#) (173KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

My Angel

Winner, Best Story, Xyzzy Awards 2000

A complicated plot around a very special relationship. Nice puzzles, neatly intervowen with the story.

Downloads:

[Game file](#) (251KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Once and Future

Winner, Best NPCs, Xyzzy Awards 1998

You start out as a soldier in Vietnam, but you'll be out of there sooner than you had imagined. One of the biggest IF games ever written.

Downloads:

[Game file](#) (465KB)
   Required

[TADS2 interpreter](#)
   Required

[Solution](#)

The One That Got Away

3rd place, TADS, rec.arts.int-fiction competition 1995

A story about fishing. Your goal is to catch the Big One. Few and simple puzzles, and some good writing. Known to be both appealing and suitable for children, and no less so for adults.

Downloads:

[Game file](#) (59KB)
   Required

[TADS2 interpreter](#)
   Required

[Solution](#)

Photopia

1st place, rec.arts.int-fiction competition 1998
Winner, Best Writing, Xyzzy Awards 1998
Winner, Best Story, Xyzzy Awards 1998

Intriguing story without puzzles.

Downloads:

[Game file](#) (189KB)

Required

[Zcode interpreter](#)
Required

[Solution](#)

Pytho's Mask

Winner, Best NPCs, Xyzzy Awards 2002

Intrigue. Romance. Magic. And a man in a dark mask.

Pytho's Mask tries to provide as many routes to success as possible.

Downloads:

[Game file](#) (286KB)
Required

[Zcode interpreter](#)
Required

Rameses

Winner, Best Individual PC, Xyzzy Awards 2000

A puzzleless story about a silent, unhappy teenager at a board school.

Downloads:

[Game file](#) (160KB)
Required

[Zcode interpreter](#)
Required

Shade

Winner, Best Setting, Xyzzy Awards 2000

A one-room game set in your apartment.

Downloads:

[Game file](#) (106KB)
  Required

[Zcode interpreter](#)
  Required

She's Got a Thing for a Spring

4th place, rec.arts.int-fiction competition 1997
Winner, Best Individual NPC, Xyzzy Awards 1997

You are to meet your husband at a hot spring in the Rocky Mountains. Great writing, easy puzzles.

Downloads:

[Game file](#) (250KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Shrapnel

Winner, Best Use of Medium, Xyzzy Awards 2000

A short, dark, violent and puzzleless story.

Downloads:

[Game file](#) (96KB)
  Required

[Zcode interpreter](#)
  Required

Spur

Great writing in a Western setting. You start off in a gunfight, not knowing why you are there.

Downloads:

[Game file](#) (180KB)
  Required

[Hugo interpreter](#)
  Required

Theatre

A horror story, set in an old theatre.

Downloads:

[Game file](#) (182KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Uncle Zebulon's Will

1st place, TADS, rec.arts.int-fiction competition 1995

A nice game with a bit of magic in it.

Downloads:

[Game file](#) (85KB)
  Required

[TADS2 interpreter](#)
  Required

[Solution](#)

Unnkulian Underworld: The Unknown Unventure

A spoof of the classical dungeon crawl adventures, like Zork.

Downloads:

[Game file](#) (168KB)
  Required

[TADS2 interpreter](#)

Required

[Solution](#)

Vacation Gone Awry

You wake up to find that your family is gone. Then it gets worse.

Downloads:

[Game file](#) (256KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Varicella

Winner, Best Game, Xyzzy Awards 1999
Winner, Best NPCs, Xyzzy Awards 1999
Winner, Best Individual NPC, Xyzzy Awards 1999
Winner, Best Individual PC, Xyzzy Awards 1999

A very dark and yet humorous story about intrigue around the throne following the king's death. Not particulary suitable for children.

Downloads:

[Game file](#) (490KB)
  Required

[Zcode interpreter](#)
  Required

[Solution](#)

Winter Wonderland

1st place, rec.arts.int-fiction competition 1999

About a little girl who stumbles into a fantasy world. Aimed at both kids and adults.

Downloads:

[Game file](#) (186KB)
  Required

[Zcode interpreter](#)
  Required

Worlds Apart

Winner, Best Story, Xyzzy Awards 1999

A very rich and detailed story, where you start by waking up on a strange beach with amnesia. Excellent writing and puzzles.

Downloads:

[Game file](#) (605KB)
  Required

[TADS2 interpreter](#)
  Required

YAGWAD ("Yes, Another Game with a Dragon!")

A spoof of Zork-like fantasy games. Well written and with a surprising air of freshness over it, considering it's in a somewhat over-populated genre.

Downloads:

[Game file](#) (164KB)
  Required

[Zcode interpreter](#)
  Required

A Beginner's Guide to Playing Interactive Fiction

Appendix A: **Glossary**
IF
Short for Interactive Fiction.

Interactive Fiction
Fictious stories where the reader can make choices which affect the story. This makes the reader a *player*. This site deals with computer based interactive fiction, which communicates with the player

primarily through text. There is also computer-based interactive fiction which interacts with the player primarily through graphics, and paper-based interactive fiction, such as "Choose Your Own Adventure" books.

NPC
Non-Player Character - people and animals the player can meet in a game.

PC
Player Character - the person whose part the player plays in the game. There are also "Multiple PC" games, games where the player can play more than one of the characters in the story.

Text Adventure
This is another term for text-based interactive fiction games. Some like to make the distinction that text adventures are more on the game side, while interactive fiction games rely heavily on the story telling. Others claim that the distinction is just a matter of snobbery.
Please use the back button in your browser to go back to the IF Guide.

A Beginner's Guide to Playing Interactive Fiction

Appendix B: **Links**

Brass Lantern
An ambitious site, trying to cover most matters regarding interactive fiction.

IFArchive (The Interactive Fiction Archive)
The most important web site for interactive fiction. Period. It's basically a huge archive containing just about all games, tools to play them and tools to write new games, along with articles and related information. It may be slightly hard to navigate for newcomers, so you might want to start by reading Brass Lantern's Guide to the IFArchive.

IFDB (Interactive Fiction Database)
Pretty extensive database of the games in if-archive, with lots of added information and reviews.

IF Reviews
This is a place where you can write reviews of games, and of course read existing reviews.

Baf's Guide to the Interactive Fiction Archive
One of the best databases of the games in if-archive. Also

contains short reviews of many games.

IF Ratings
This is a place to see what other people think about different IF games, and of course contribute with your own ratings of games.

rec.games.int-fiction
A meeting place for players of interactive fiction games. Usually a quite friendly and helpful atmosphere.

XYZZY News
An online magazine about interactive fiction. Also the host of the Xyzzy Awards.

IF Comp
The annual rec.arts.int-fiction competition.

SPAG
The Society for Promotion of Adventure Games is mainly a magazine dedicated to interactive fiction.

>Verbose
Paul O'Brian's interactive fiction page. Among other interesting material, it contains an enormous amount of reviews of games that have participated in the annual IF competition.

Please use the back button in your browser to go back to the IF Guide.