



## Letter from the Editor

I'm feeling pretty fortunate to have this edition out more or less on schedule. The main obstacle I faced was the complete and total meltdown of my work computer where I have an installation of MS Publisher to do the newsletter layout. Fortunately, I was able to backup all my personal stuff before my hard drive needed to be replaced along with the computer's memory, mother board, graphics card, processor and power supply. Did I forget anything? No, I think that's it. At least the computer's case is the same.

As always, BBBen covers the latest and greatest in the AIF scene, so I'll be very brief and to the point in my urgings on increasing community involvement:

1. Enter the 2006 AIF Mini-comp.
2. Sign up for and post some messages on the new AIFGames.com Forum.

I'm happy to report being on a roll in my own game I'm currently writing. I find there's a point when all the story

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## This Month in AIF by BBBen

This month I asked the members of the AIF Archive to tell me about how they discovered AIF. The results were interesting and pretty similar to my own story for the most part. I discovered AIF when I was nosing around the internet for erotic games (probably because I'd come across some hentai games in past and enjoyed them). I found a game that was a buggy DOS-based sex simulator, and I was inspired to look around for more erotic text-based games. Eventually, I think I happened upon the Storyteller's AIF Archive (SAIFA) which later became the old AIF Portal, and once I'd played Sam Shooter, Dexter Dixon and Chris Cole's games, I was a hooked.

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## Interview with GoddoG by A. Ninny

This month I interviewed GoddoG, long-time AIF community member and Erin-winning author of his very well-received first game *Fever Cabin*. He's also the creator of the comic strip "O Erin!" that appears twice each month in this newsletter. I talked to him about both projects.

**AN: Who are you, what do you do, and what brings you to AIF in the first place?**

**G:** Who am I? Hmmm....

That's not so easy to summarize. But then, who is?

I'm an artist/creator with a couple decades of professional experience. I've been published globally (I lost track after about

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Info about *Inside Erin*

## Mission Statement

*Inside Erin* is written and published by people who enjoy AIF. It is done for fun, but we also have some goals that we seek to achieve through the newsletter:

1. To encourage the production of more quality AIF games by providing advice from game developers, and by offering constructive criticism that is specifically relevant to AIF.

2. To encourage activity and growth in the AIF community. We aim to generate a constant level of activity so that there aren't long periods in which people can lose interest in AIF.

3. To help document and organize the AIF community. This is done through reporting on games and events, as well as by helping to organize community-wide activities such as competitions and the yearly Erin Awards.

15 countries), primarily in the electronic entertainment industry, though my more recent works have been in print – painting colors for some graphic novels and such.

That's the more relevant bit, anyway. \*L\* Should I mention things like amateur (in the old sense of the word) biblical scholar? I've been contemplating and researching a graphic novel (fancy comic book) that focuses primarily on James, the brother of Jesus (or Yeshua, more accurately). I can just see a blurb on the cover – "By the creator of O Erin!" That'll add sales...

Anyway....

Tidal drift brought me to AIF, washing me over to these shores from the lands of fakery – the creation of fake naked celebrity pics. (Which, by the way, is one of the best ways to learn to use Photoshop. I learned more in a few months doing that than in the few years before!)

That, and being a natural born dirty old man at birth, in the fine tradition of Asimov and Byron.

**AN: You are involved with several AIF-related projects, one of which is that you're the creator of our comic strip "O Erin!" What is the inspiration behind the strip?**

**G:** \*LOL\*

Well, there's a weak story. I was looking at the Newsletter website and I saw a blurb asking for a comic, and suddenly my mind started spinning and throwing up mud everywhere. And then you were dumb enough to say, "Yeah – do it!"

And there you are. ;)

**AN: Is Erin's likeness based on a real person?**

**G:** No, it's loosely based on Joe Slash's design created for the Erin Awards. Joe was using something of a Japanese manga styling for the character, while I tried more to emulate a European comic look for the character. So she's sort of Joe Slash meets Erich Von Gotha or something.

**AN: Can you give us a hint as to what sorts of (mis)adventures Erin will find herself involved in?**

**G:** No.

Well, maybe....

The latest strips are starting to give a hint of her world – the malleable nature of it. As she learns, or is shown by the characters starting to appear, how to influence her environment we'll be moving into a variety of surrealist adventures, and possibly playing in the worlds created for a few AIF games. (Can you see her, for instance, trying to enroll at Ideal Pacific Coast University? Or perhaps exploring the woods around Camp Windy Lake?)

**AN: Why do you have two names, one for your comic and another as your AIF pseudonym?**

**G:** It's George Bush's fault. In fact, this whole comic is his (or rather, his regime's) fault. As the American Taliban rises in power, it becomes the duty of those who practice American-style Patriotism to resist it. Unfortunately, American Patriotism has fallen out of fashion in America, and the old world notion of patriotism has replaced it for most. The key difference being who belongs to whom? Is one's loyalty to a concept, or are you the property of your leaders.

At any rate, the Justice Department has announced that its number one priority is pornography. Not terrorism or rampant political and corporate corruption or slavery (yes, it's on the rise again) or anything like that. Not even child-porn or bestiality (still legal in 20 states – do it while it's hot!) or any sort of exotic porn. But plain old American free-to-get-your-rocks-off-how-you-please porn. Adult entertainment of any and every kind.

So this strip is my reaction – my standing up to say "NO! This is ours and YOU can't take it!" in my own twisted way.

I felt it was important to sign that statement with my own name, not the GoddoG handle. -3- may still be a pseudonym, but it is the name I do all my work under – my standard professional name.

**AN: Pretty heavy stuff there. I'm American and I haven't really noticed that porn is any harder to get. By what do you back up your accusations?**

**G:** This has been an ongoing process since John Ashcroft was appointed Attorney General. Remember, Ashcroft was a man who was so well known for following his own agenda over the rule of law that in his last bid for an elected office, the voters chose to elect a corpse instead of let him back in office. Unfortunately, although the new AG, Alberto Gonzales is actually more focused on grabbing imperial/dictatorial powers for the office of the president, he has a high priority interest in pornography, too. In Florida, the Justice Dept has angered local law officials and the FBI with their "Porn is #1 priority" mandate, as reported last August on Law.com, the legal news journal:

*"When FBI supervisors in Miami met with new interim U.S. Attorney Alex Acosta last month, they wondered what the top enforcement priority for Acosta and Attorney General Alberto Gonzales would be. Would it be terrorism? Organized crime? Narcotics trafficking? Immigration? Or maybe public corruption? The agents were stunned to learn that a top prosecutorial priority of Acosta and the Department of Justice was none of the above. Instead, Acosta told them, it's obscenity. Not pornography involving children, but pornographic material featuring consenting adults. "*

Acosta stated that he was following Gonzales' priority on this.  
(see <http://www.law.com/jsp/article.jsp?id=1125318960389&rss=newswire> for the full story)

Most of this is going on invisibly, as far as the mainstream media is concerned. With rare exceptions like the SF Gate's article on the new anti-porn task force back in early May of last year, you'll only read about it in legal and professional journals, and from the rare indy news source that watches the government. Take for instance, the recent news of Google resisting the feds seeking their records for their porn investigation. Of course, they're citing child porn first, as usual, and starting with generalized info. But Google knows that once you submit to that sort of thing, it becomes legally much harder to resist as the demands grow in the future.

But keep in mind, you never would have heard about it if Google hadn't said "no". AOL, Microsoft and **Yahoo!** had all three already happily complied. As usual.

**AN: You recently took a long hiatus from AIF. Why did you leave and what brought you back?**

**G:** My absence was triggered by a series of events in my personal life, ranging from death (not mine, this time) to relocation(s). I've traveled some 5000 miles since then, and very little of my life has completed the journey with me.

But I'm going to blame NewKid for my return.

I was just browsing through and spotted *IPCU*. **A new game from NewKid?!?!?! Well, damn!** How could I not download and play that? And that was the rock that started the avalanche, so to speak.

**AN: The four scenes in *Fever Cabin* seem fairly disconnected from one another. How do you describe your overall vision for the game?**

**G:** I'd say it was "Late Night TV Channel Hopping" – the unrelated feel between each of the segments was very intentional. Of course, as we just covered, the game took off from there as it went through development.

**AN: While you were creating your recent game *Fever Cabin* you told me that the two main NPC's, Lori and Kim, were dictating to you how their sex scene would unfold. Can you elaborate on that for our readership?**

**G:** Oh, much more than just how the sex unfolded. When development started, they were just candy at the end to reward the player for sticking around that long. They changed the nature of the game and made themselves the focus of it all. Went from frosting to cake, as it were. As you recall, they weren't even in the Alpha test version of the game. I mean, until halfway through the development cycle, the girls didn't even have majors. And you know how key to the plot that became!

I'd be typing away and there'd be little whispers in my inner ear that this or that should happen.

And each time I thought that was a good idea and incorporated it, they'd get louder and pushier until they were making demands instead of suggestions. By the end, I felt more like a typist than a designer.

If I ever do the sequel they want, I figure it will be much more outrageous than *Fever Cabin* was since they'll be there from the start of the design stage. (Hell, they've already invited a friend to join them with her research, too!)

**AN: You won the 'Best new author' Erin award for *Fever Cabin*. What's your reaction to this victory?**

**G:** Quite gratified. Not to sound too egotistical, but it was actually the award I expected to win. More than winning the two I did, including that one, I was very pleased and honored to have been nominated for a dozen Erins. That was the bigger thrill for me. To have seen that sort of recognition/reaction to my debut effort was very cool indeed.

**AN: What other AIF-related projects are you currently working on?**

**G:** Setting *The Orgone Convergence* aside for now, (and until I at least recover more design notes, if not more actual code) I do have a few other ideas waiting in the wings. There's a hentai inspired game, *Hiro's Quest*; a strip party game I hope will be *very* replayable, *S.Y.N. Party*; and, of course, the game that Kim and Lori are pushing for – a *Fever Cabin* sequel called *D.E.F. Jammed (Rape By Remote Control)*.

However, I'm not working on any of them right now...

Currently in development is a sci-fi comedy(?) adventure tentatively titled *U.F.O! (Unidentified Fuckable Organism!)*

The player character is a UFO abductee aboard a flying saucer with a crew of alien stoners who've screwed up their mission, and they expect you to do the screwing to salvage it. There's about a dozen different alien species the player will have to figure out how to accommodate in order to complete the game successfully.

Development on this one will be considerably slower than on *Fever Cabin*, both due to game size and my current circumstances back in the "real" world. So those who noticed the speed from concept to release on *Fever Cabin* should just relax right now. It'll be a while.

\* \* \*

GoddoG is the author of *Fever Cabin*, and creator of the comic strip "O Erin!" All his comic strips can be viewed on his site, <http://comics.aifcommunity.org>. He also maintains a site dedicated to his own games at <http://aif.sexheroes.com>.

### **Letter from the Editor (Continued)**

elements come together and the characters and settings seem to fall into place and you don't have to worry too much about the game's design anymore. All you have to do when that happens is go to town and crank out code (and steamy sex, of course). I'm not at a point yet where I want to give away any info about the game, though, because despite the fact that I'm happy with it and the progress I'm making, development is still very slow (and crashing computers don't help), and I still have the game's one biggest non-player character that I haven't even begun writing yet.

I think the critical point that passes in development, at least for me, is that the scope of the project becomes clearly defined. When it isn't open-ended anymore is when completion is in sight, even though the work may only be half done.

I halted work on a different game at a half-complete stage primarily because I couldn't get a handle on the game's scope. I'll tell you a little about it—it's a game in which the player finds a device that can stop time for everyone and everything except himself. Full credit to Nicholson Baker and his novel *The Fermata* (That book should be required reading for anyone interested in erotic lit), from which this idea was derived (OK, ripped off). In my game's case, the player can use the time control power however he wants to manipulate one female NPC.

Even limiting the game's settings to one small space, there are dozens of things the player could conceivably do to the NPC, and each action must be handled individually and differently by the game to give realistic results. And what happens when the player does things to the NPC in combination? Headache! As a result of this problem which seems inherent to the game's concept,

I felt no way to get control over the scope of the project and so I let it lapse after having constructed the inner workings of the game's code. So far, I managed to design the systems that tracked which changes the player made when he stopped time and some of the actions the PC takes on the NPC when time is stopped.

I'd actually be interested in a forum discussion on the subject of the scope of this game, especially if anyone has some strategies for how to nail the scope and prevent it from creeping away. Please consider contributing your ideas, and thanks.

### **This Month in AIF (Continued)**

Other people give similar accounts, or say they came to AIF through the IF community. Basically, it seems like a person has to have the idea, "Hey, I wonder if anyone has made interactive sex/text games?" before they discover AIF. It occurs to me however, that there would be lots of people who would be into AIF if only they knew it existed. Take, for instance, the large quantities of erotic fiction available on the Internet – I'm sure that many of the authors of such content would be keen on working in so excitingly non-linear a medium as AIF, and would be keen to get the kind of level of community attention that AIF games get.

Because of this I've written an open letter to... well... everyone who's not reading it. You see, the problem is that I'm not really sure how to get the message out to the groups on the internet that might be interested. Where do we place the links? Where do we advertise, without actually paying for advertisements? Anyway, the letter is included later in this newsletter so you can see what I'm proposing to put out there to attract new people. It's rather like the letter that A. Ninny posted to the IF world a while back, but targeted more at fans of sex than at fans of IF (I suspect the former may have a bigger audience). If anyone can think of a good place to post such an open letter, feel free to point that out on one of the forums.

Speaking of forums, there's big news this month with the opening of [www.aifgames.com](http://www.aifgames.com) – a new website created with the intention of replacing the old AIF Portal. This should be a great thing once it gets going (we need to fill up the archive and start using the forums). It's got most of the features that the AIF Community Portal had before it broke and died. I would encourage everyone to get onto the AIF Games forum and start posting there, and all authors should make every effort to add all their own games at least, which would reduce the workload for those people uploading the back catalogue.

And there's more big news! This month the commencement of the 2006 AIF Mini-comp was announced. This is the third mini-comp (and the fourth competition overall) that the AIF community has held. This time, the mini-comp is being held by *Inside Erin*, which basically means that our editor A. Ninny is doing most of the work. The rules are outlined on the newsletter web site and I'd just like to say that the basic restrictions – everyone has to tell their story within three rooms and with only one sexually interactive NPC – can be a really exciting framework within which to work. It's a great way for new authors to get their feet wet and it's a fun activity for experienced authors as well. Past mini-comps have gotten a fair number of entries and quite a few really good ones, so here's hoping we can expect more of the same this year.

You'll notice in the new games section that I've listed a game released last month that I failed to mention at the time. This is because the game in question was not posted on the AIF Archive (or the AIF Archive 2, which is more appropriate these days) but only on Sly Old Dog's (the author) website. As a consequence, the game received much less attention than it otherwise would. I would encourage all authors to post their games on the main archives, but of course Sly Old Dog probably feels that he's copped too much flak in past about the games he's released and as a consequence has withdrawn somewhat from the community. I think it's unfortunate that this kind of situation has arisen, and regardless of other issues and arguments I would like the community to be more of an accepting place for everyone.

You might also notice that there are no new games for February. This is the first month since the start of this newsletter (in January 2005) that we have not had a new game release. That may not bode well for the level of activity in the community, but on the other hand we have a mini-comp coming up and the forums haven't seemed too quiet lately. I guess we'll have to wait and see, and if things are dying out then maybe my open letter wouldn't be such a bad idea.

### **New Games:**

*Therapy*, ADRIFT 4.0, by Sly Old Dog, 20<sup>th</sup> of Jan 2006. You have the chance to become a therapist for a day, helping a couple through their marital problems with the aid of your nurse.

**Note:** This game should have been listed last month, my apologies.

## Playing old games using DOSBox by A. Bomire

Like many adventure game players, I have quite a large collection of games cluttering up my closet, many of which were written back in the days when DOS ruled the computer. (Okay, maybe when Windows 3.1 ruled, but you get the idea!) Now and again, I get that nostalgic feeling and want to relive the old days, and dig out a classic adventure game like "Leisure Suit Larry" or "Police Quest". (Don't worry, I'll talk about AIF games in a little bit!) But when I attempt to run them on my nice, new computer - they don't work. I get all kinds of errors from Windows and from the game itself - what the heck is EMS memory?

Fortunately for me, I have an old computer or two lying around, including a Tandy 1000 and a PackardBell 486, either of which can easily run these old games. But, why should I have to switch computers just to run some of my old favorites? And what about those of you who don't have the luxury of having these old clunkers around? Sure, they're available from eBay for practically peanuts, but is that really a solution?

A few months ago, I dug through my collection of games and blew the dust off of "Freddy Pharkas - Frontier Pharmacist", and tried to run it on my newer computer. I even had a partition loaded with Windows 98 just for running some of these old games. No luck. I really didn't want to haul out one of my older computers, so I started looking around on the 'Net. And I discovered something tailor-made for running these old games. Literally - it was a program written specifically to run old games on newer machines! It is called DOSBox. (<http://dosbox.sourceforge.net>)

DOSBox is almost exactly what it sounds like - it is a program that emulates an old x86 DOS window on even the newest computers. To those old games, it makes it look like your computer *is* an old 486 or older, with a much slower processor and all of the other nasty stuff that we moved away from years ago. With hesitancy, I installed it on my computer. It installed with no muss, and no fuss. I had an icon labeled "DOSBox", and when I clicked on it, I had a DOS window just like opening the "Command Prompt". I changed directory over to where I had installed "Freddy Pharkas", and started it up. Voila! It ran without a problem!

Ignoring the original reason for installing the program (namely, to play "Freddy Pharkas"), I started pulling all of my other old games out of the closet, loading them up and trying them. With a minor modification here and there to the DOSBox configuration file, they all ran! I spent an entire weekend playing game after game, reliving all of those old games: Leisure Suit Larry (all 6 editions, thank you very much), Freddy Pharkas, Space Quest, Hero's Quest...I could go on and on. Then I remembered all of those old AGT games I had that I hadn't played in years. (See, told you I'd get around to AIF games, didn't I?) Would they, too, be resurrected by DOSBox? I couldn't see why not!

I fired up DOSBox once more, and copied over *Emy Discovers Life*. The only copies I could find online were missing the RUN.EXE necessary to run AGT games (they had been cleaned for use in Agility). No matter, a quick trip to IFarchive.org got me what I needed. With my breath held, I typed in RUN DISCOVER, and was thrilled to see the AGT game window I remembered so well pop-up, with EMY DISCOVERS LIFE right there at the top. But wait a minute...what's this? When it actually loaded up the game I received a message of "You don't see anything here." with weird squiggly characters at the top. What had I done wrong? I played with the settings for about an hour, even downloading and changing the versions of the AGT interpreter - v1.35, v1.5 and v.17 all acted exactly the same. I did go back to the IFArchive and download some other AGT games that included everything needed to run them (the RUN.EXE, et al), and tried those. Some of them worked fine, some did not. I can only conclude that it is a toss of the dice as to whether AGT games can run on modern machines in native AGT interpreters. It seems that Agility is the only real solution for these venerable games.

For other old games, DOSBox seems to be a good solution. It has been ported to run on Windows, Mac, OS/2, FreeBSD, BeOS and some versions of Linux (check the website for details). I had a ball that weekend, and on into the next week, digging out my old games and firing them up. Not every game will run correctly using the default settings, but DOSBox gives clear instructions on how to modify those settings on the fly, and even on saving them for a game specific configuration. With just a quick edit or two, I could create icons that opened DOSBox, changed to the correct directory and started my games right up. I could even "slow down" or "speed up" my virtual DOS window to make the games run faster or slower!

Now, to dig out my copy of Willy Beamish and see if I remember how to solve it!

## **2006 AIF Mini-Comp Rules Clarifications by A. Ninny**

I have compiled the Mini-comp rules clarifications I've issued by e-mail. They are as follows:

- You may use people above and beyond the 2-NPC limit in your game as long as they're decoration and not interactive. *Example 1:* You're on a crowded dance floor with your date, the primary NPC. In this case, you can examine the crowd or even examine another individual member of the crowd, but you cannot talk to, give orders to, touch, give or receive an item or otherwise interact with any member of the crowd. *Example 2:* You can have a voyeurism sex scene in your game with as many people as you want in it so long as the people you're watching don't respond to the player's instructions or interact with the player in any way. The safest way to accomplish this would be for the player to be watching through a window or peephole.
- The PC may change places with the NPC (the NPC becomes the PC and the PC becomes the NPC), but if you do this, no additional NPC's are allowed. The rationale behind this is that NPC's are usually more intense to create than PC's. This construct essentially creates the two NPC's allowed by the rules.
- It is permissible for the game to have multiple story threads, each with a different set of rooms so long as a) there are no more than three rooms total and b) there are no more than 2 NPC's total. Example: in the beginning of the game, you're given a choice of professions. If you choose profession 'A', you'll be located in your office with the NPC as your assistant. If you choose profession 'B', you'll be located in the same NPC's home and you have to repair her furnace.
- The game production period (still set to end on April 4, 2006) includes the beta-testing time. If you want to have your game tested, please build in that testing time into your production schedule so that all testing is complete by April 4.

To review, the basic rules for the Mini-comp are:

- Games must have 3 rooms or fewer. Nested rooms and closets generally don't count.
- Games may have only one sexually-interactive NPC and one additional support NPC.
- Multimedia (images and sounds) are permitted, but may not add more than 150KB to the native (unzipped) size of the game file.
- There is no maximum or minimum file size.
- No part of your game can have been released to the public before the deadline.
- Your game must be winnable.
- Send your entry to [ninnyAIF@core.com](mailto:ninnyAIF@core.com) before the end of the day on April 4, 2006.

I hope these clarifications help authors with their entries. If you have any more questions, please post them at any of the available message boards or email them to me for a response.

## **Seven Seas of Thēah: Episode 4 by Christopher Cole**

**OPTIONS: At the end of this story each month, you will be given a number of options. Choose the option that you like and vote in the poll at the Yahoo AIF Archive. The option that gets the most votes will determine how the story continues in next month's newsletter.**

**NOTE: You can read background information and other tidbits about this story here: <http://ccole.aftermath.cx/theah.htm>.**

"Gentlemen..." Magnus said, holding his arms out before him in a placating manner, palms turned upwards. "Is all this bustle really necessary? I mean, you've literally caught me with my pants down. I have no intention of putting up a fight. I still find it difficult to believe the Royals would even go through all this trouble to follow me to the edges of nowhere, especially when I was obviously intending on leaving this fine land."

"Go through all the trouble?" the leader of the lawmen scoffed. "You are being charged with nine crimes, including theft, debauchery, and assault, not to mention making His Highness the Royal Prince look the buffoon."

Magnus heard a shuffling behind him and risked a backward glance to see Collette give him a quick, sad glance before slipping back inside the tavern.

“That was hardly my fault,” Magnus frowned, turning back to the three men. “As important as I sometimes like to think I am, I have no control over the size of equipment certain men are born with...”

“Enough!” the lawman spat. “You are under arrest and are coming with us. You can come quietly if you wish, but I must warn you that we are authorized to use deadly force.”

“I see,” Magnus said, lowering his hands a little. “Are you sure there’s no way we can reach an arrangement?”

“None.”

Magnus sighed. “Then I would suggest you look behind you.”

The lead lawman half-smiled, expecting Magnus to come up with some sort of trick like this so he could flee.

His two compatriots did turn to look however. Standing behind them was a woman with jet black hair, brandishing a cutlass. She tilted her head and smiled at the two men, before greeting one with a fist to the face. The man’s nose exploded and he fell hard onto his back, unconscious, his sword skittering away in the alley. The second man was shocked and turned briefly to look at his felled companion. The pause cost him dearly as when he turned back to raise his sword, he felt a hot slash across his wrist, and his sword fell to the ground, his severed hand still clutching the hilt. He screamed and ran from the alley, clutching the bleeding stump at the end of his arm.

The leader half-turned, keeping both Magnus and the woman in his sights. This must be the Raven, he thought to himself. But he had sent two men into the tavern to deal with her. Damnation!

Magnus had drawn his sword and slowly approached the man in a non-threatening manner.

“You have no chance,” Black Magnus said, the frivolous look that had been in his eyes replaced now with a dark well of experience, skill, and something as close to evil as the lawman ever wanted to see again. The lawman’s sword clattered to the ground. “I’m leaving your country,” Magnus continued. “Tell your masters what you will, but if any follow me to Eisen, I will not be so... understanding.”

Magnus stepped aside, and let the lawman stumble past, literally shaking in his boots. Violetta gave him a rap on the ass with the flat side of her cutlass and he yelped as he scampered away.

“There’ll be more of them just outside the village,” Violetta said.

“I know,” Magnus replied, sheathing his sword. “We need to leave now.”

## **WHAT SHOULD THEY DO?**

- 1) Try to find passage on a ship?**
- 2) Stow away on a ship?**
- 3) Try to flee the village on foot through the forest?**
- 4) Steal a carriage and try to flee the village by the road?**
- 5) Go back into the tavern and deal with Collette?**

## **AIF Scuttlebutt by A. Ninny**

Hey, Kids! We’re back with another edition of AIF Scuttlebutt. I’m here again to report on who is working on what in the world of AIF.

I just read over my last edition of AIF Scuttlebutt, which was published in October. I’m sorry to report that of the games I mentioned being under construction in that edition, only one (David Whyld’s *Consequences*) was actually released. It’s bad that only one mentioned game was released, but it’s good that the other authors I reported on (NewKid, One-Eyed Jack, Lucilla Frost, Chris Cole, A. Bomire and Grimm Sharlak) have established track records for completing games.

So here’s what’s new this month:



**Chris Cole** finally reports having more time to spend working on AIF, so hopefully before too long we'll have new games from "The AIF Stud." He's mentioned a follow-up to *The Gamma Gals* and a new *Encounters* game as well.

Best New Author winner **GoddoG** is working on a science fiction-themed AIF game. I know his access to a computer is sporadic at best, so we will probably have to be patient. You can read more about this game in his interview.

I previously reported on **BBBen's** two new in-progress games. One is a hentai-themed adult adventure and the other is the fourth *Crossworlds* game. BBB informs me that **Grimm Sharlak** is assisting him with the hentai game, and that they're making progress, but that neither game is imminent.

**Girion Voeros**, author of *Falcon: Mean Streets*, reports on his web site that he is working not only on the sequel to that game, but another game tentatively entitled *Hot Wheels*. Both may be written in TADS 3.

Finally, I have received emails from several people indicating their intent to enter the 2006 AIF Mini-comp. I don't have any indication how many actual entries we'll receive, but hopefully it will be a substantial number.

If you're working on something and want it mentioned here (or if you think I know about it and want it concealed), write me at [aifsubmissions@gmail.com](mailto:aifsubmissions@gmail.com).

### **AIFGames.com Introduction by Sexton**

AIFGames.com came out of my desire to give back to the AIF community. You see, I am an old fart (read: I have more hair on my back and legs than my head now) and have been lurking around the newsgroup from the time it was re-activated as an AIF community. "Lurking" being the key word there, I really only just downloaded and played AIF as a supplement to the other IF that I enjoyed. However, when Orgun, creator of the AIF Portal ([aif.emsai.net](http://aif.emsai.net)) posted a request for help in the newsgroup several years ago, I thought it was time to contribute something for all the free entertainment that had been offered by others.

About five years ago my wife and I decided to move her real estate web site, and a few other related sites and files, onto our own server rather than virtual hosting them with someone else. In the process, we purchased a T1, which was overkill for the bandwidth we needed but, at the time, the only way to get the reliability we desired. So, here we had a server that was overpowered and had underutilized bandwidth just sitting there, and then I read Orgun's request. I created an account and web space for him and he moved his site over and everything was fine for a while.

Almost two years ago, Orgun indicated that his schedule would not allow him to maintain the portal and he requested that someone take over. I was not in a position at that time to do so, but he and I communicated and I agreed to continue hosting the service for whoever took over. The transition took place but there were really no more updates to the portal so it really went into decline. This was a major factor in my decision to write a "replacement" for the AIF Portal.

Added to that is my dislike of Yahoo! groups forums and file size limitations. I was on the verge of starting the site last year just as the AIFCommunity.org portal went live. I figured it would be just a matter of months before I could discuss with Orgun the possibility of redirecting the AIF Portal site to the new AIF Community site. Things were looking good until a hardware crash wiped out a lot of the work that had been done on the site. I continued to wait but the creators for the AIFCommunity.org site were also busy and did not seem to have time to reconstruct the web site again.

All these issues caused me to move on my initial desire to recreate the AIF Portal. I initially thought of just updating the current site and perhaps, just giving it a new domain name rather than being a sub-domain of [emsai.net](http://emsai.net). However, I knew in advance that I would be pressed for time as well and did not want to be posting a message in the future for someone to take over for me. So, my thought was some type of "portal" software that would allow me to have administrators, moderators, user accounts, forums, etc. without having to create server users and emails for every person. I also did not want the heartburn of trying to administrate a ftp server where I could allow anyone registered to upload their game.

So, I found a portal system that met the requirements and then made a template (design) for the site that is somewhat based on Orgun's original (colors and some graphics are the same). Then I set up forum areas and started moving over old games, walkthroughs and authors' tools to the files areas. That work continues and I hope to have it completed soon with the help of the other administrators that I now have working with me on this.

Once I have all the files in place, I hope to post another announcement on the Yahoo groups and we can hopefully get people to start participating in the forums. I know it took several months before the AIF Community site started having activity in the forum area and I expect the migration to AIFGames.com to be about as slow. My hope is that the next popular game released will be posted on AIFGames.com and the discussion will draw users to the site.

I know that some users have concerns about putting effort in a "fly by night" site that will go away which is why I indicated that the original site has been on my server for years. Also, I realize that there will be issues with the site and I will try to address them as I become aware of their impact. I have already made changes to the forms as requested by one user. I will be putting together a lighter colored template sometime in the next month, and allowing users to choose templates, in order to accommodate a user who has issues with the black/blue template colors. Some users have noted error messages with certain browsers and am chasing those down now.

I have been asked about why I chose a .com domain and if I was planning on charging or allowing advertising...the answer to both is no. The server is there and the bandwidth is there already and I have no plans on changing this free site. I chose the domain simply because it was available and seemed the best fit from the choices I had.

Altogether, I have put a lot of work into the site and I really hope it takes off and that the community enjoys having the space.

### **Open Letter to Literotica Community by BBBen**

You may or may not have heard of AIF, but it stands for "Adult Interactive Fiction" and that basically means erotic text-based games. These games are much like an erotic story, except they're interactive and as a consequence, usually a lot more fun. The AIF community is quite active, but we'd like to see more people getting involved, if only as players.

The AIF community has no commercial aspect and AIF games are entirely free. The reason that I'm writing this letter to advertise AIF is simply that we have quite a lot of good resources at our disposal these days, and we feel that there is a lot of room for new players and new authors to get involved. We have a fairly slick newsletter that has been publishing monthly for over a year now, we have multiple forums, and we even have a yearly awards ceremony. We have a couple of servers devoted to providing free space for AIF authors and the AIF community, and they have heaps of free space left for us to grow.

The back-catalogue of games available to play is pretty big now (it includes over 150 games), and should keep a new player happy for a while. Also, new games are regularly added. What's more, some of these games are really good (and really hot); made by some very talented people who put in a lot of hard work. While we like people to get involved (and we'd love lots of new authors) if you want to just play the games and be a lurker, that's cool too. We just want to take advantage of what we've got right now, and we expect that for every thousand lurkers we'll probably get a few enthusiastic participants, and that's fine with us.

There are no real restrictions on the kind of sexual content that can be dealt with in AIF, much like with erotic fiction. You might notice certain trends when playing AIF games, but we welcome new and alternative content.

AIF games are developed in a variety of different platforms (game design systems like TADS or ADRIFT) that make them much easier to write. The games require a "runner" program to make them work, and these are freely available to access and easy to use.

The community is very newbie friendly. Questions on the forums about game playing or game design get answered helpfully and punctually in almost all cases. New authors are treated respectfully, and a great thing about writing AIF is that people will actually (and voraciously) read what you write! Unlike what you would usually expect with written work, people play *every* AIF game that is produced, and quickly. There's usually some good feedback forthcoming as well.

Here are some websites that you should check out if you're interested in AIF:

- The AIF Archive on Yahoo is still the main forum for discussion of AIF. Don't worry if you don't want a Yahoo account however – just check out the forum on [www.aifgames.com](http://www.aifgames.com), mentioned below.
- <http://aifcommunity.org/> - An archive of all the AIF games ever made.
- <http://www.aifgames.com/> - AIF Games is a new attempt to make a central site complete with a forum and an archive of all the AIF games. In future this will probably be the place to go for AIF.
- <http://newsletter.aifcommunity.org/> - This is the home of *Inside Erin* - the monthly AIF newsletter.

Through these websites (and the links available on them) you should not have any trouble exploring the community.

Hoping to see many new people around soon,  
BBBen, AIF author and columnist for *Inside Erin*.

## Game Reviews

### ***Turnberry Manor*, a review by Grimm Sharlak**

<b>Game info:</b>	<i>Turnberry Manor</i>
<b>Author:</b>	DeLaFlunk
<b>Platform:</b>	ADRIFT 3.9
<b>Size:</b>	433 KB
<b>Content:</b>	m/f, f/f, m/f/f, voyeurism
<b>Game Type:</b>	Sex romp
<b>Length:</b>	Medium
<b>Reviewed:</b>	February 2006
<b>Extras:</b>	None

#### **Basic Plot:**

With the luck that can only be born of being a video game protagonist, your grandfather has decided to call in his will early, leaving you a majestic, secluded manor. *Turnberry Manor*. There is one catch though, and that is to take care of the three orphans your grandpappy had taken in until they are of age.

#### **Overall Thoughts:**

Ah, sex romps. In the tradition of *Gamma Gals*, TM pretty much gives you a house full of horny girls to score with. The actual point of the game is to set up home schooling and the like for your charges, but when you start the game and are banging one of the maids within three turns, you know what you're in store for.

I think this game certainly puts the "romp" in sex romp, as it never takes itself too seriously. Aside from one (slightly difficult to obtain) encounter, the mood is light throughout. All the various ladies are hot for your body, and you're hot for theirs. It's all we need, really.

#### **Puzzles/Gameplay:**

Remember how I said you'd be diddling the maid within the first five minutes? That's about as taxing as *Turnberry* gets. Most of the puzzles are either saying or obtaining the right thing to get the girls in the mood. The trick is in "unlocking" the girls, either by scoring with others, or calling them to the house for various reasons. The only real struggle I had were with the occasional locked door and un-examinable (but readable) item. There are certainly no instances of guess-the-verb here, as any special commands necessary are spelled out for you.

#### **Sex:**

I'm a big fan of the sex in this game. It doesn't aim to be the height of erotica or anything of the sort, and is instead some simple, hot sex. Some may find that once it gets down to business, the girls in the game become foul-mouthed horndogs, but that's quite forgivable considering the tone and goals of the game. The game never goes much further than straight-up sex, but there's occasional bits of voyeurism and lesbianism thrown in for some variety. All in all, a neat little AIF

package.

**Technical:**

Nothing much to report here, aside from one or two very minor quibbles, which I won't mention here.

**Intangibles:**

If you're expecting more realistic characters, with real motivations out of getting laid/getting home schooled, you're in the wrong place. Essentially it is a game for those that don't take themselves or their smut too seriously.

**Final Thoughts:**

The bottom line is I thoroughly enjoyed *Turnberry Manor*. Along with only a few other AIF games, it's one I still pull out for a play through when I recall some of its finer moments. There's not much more to say, really. It's just straight up fun, with some titillation thrown in. It only loses points due to not exactly breaking the mould of an AIF game, and that it's in a rather similar setting. It's down very well, though.

**Rating: B+**

### ***Blow Job Drifter*, a review by A. Bomire**

**Game info:** *Blow Job Drifter*, released Nov 8, 1998  
**Author:** Big Al  
**Size:** 155K  
**Platform:** Inform/Z-Code  
**Content:** m/f  
**Type:** Puzzle Fest  
**Length:** Medium  
**Reviewed:** February 2006

Note: When doing research for this review, I discovered that there was an existing review of the game printed in the SPAG (Society for the Promotion of Adventure Games) newsletter back in 1998. You can read this review at: <http://www.sparkynet.com/spag/b.html#blow>

**Basic Plot**

The opening lines of this game tell you everything you need to know about the plot: "You're really a people person: especially female people with big tits who like to suck dick. Speaking of which, let's get to work." Upon those simple terms is the game built: find girl, get a blowjob, repeat as necessary. If you are looking for an engaging storyline or well thought out characters - boy are you in the wrong game!

**Overall Thoughts**

For all of its simplistic nature (or perhaps because of it), this is not a game to be shrugged off in favor of other, more engaging, games. It is terrifically humorous, with an almost cartoonish quality. Some of the puzzles are solved in a way that is so outlandish that you find yourself laughing out loud at the sheer lunacy. Seemingly every girl you meet is practically dripping with innuendo - whether it is the girl selling popsicles or the one sitting in her car caressing the shifter. In any other game, it would be ridiculous - in this game, you expect nothing less.

**Puzzles/Game Play**

Don't be fooled by the seeming simplicity of the game. The plot may be simple - the puzzles are not! Oh, to be sure, there are several which are relatively easy. In one case, you simply walk up to the female and tell her to begin oral ministrations - and she does! But there are plenty that will have you scratching your head and reaching for the walkthrough (if you can find one, they are very tough to find since the AIF Portal shut down). Some of them use a twisted logic that only a lunatic like Big Al could follow. And yes, there are a few "guess-the-verb" problems as well.

As far as game play goes, this is a pretty linear game. The basic plot of "find girl, get a blowjob" is the only plot of the game, and some may find it to be repetitive and boring. Or, frustrating if you find the girl and can't get past her, because in several places you cannot continue until this

obstacle is removed.

## Sex

Hmm...if you like blowjobs, and lots of them, you'll love this game. If you want something more out of the game - you'll want to play something else. There are over a dozen different female characters in this game, and none of them perform any other sexual act than a blowjob. But, what did you really expect from a game titled "Blow Job Drifter"?

## Technical

This game comes from the age of AIF when the community was just moving from the old AGT/DOS games and into what is considered the modern era of Inform/TADS/ADRIFT. As such, it carries over a lot of the restrictions of the older games. So, some of the technical flaws of this game can be forgiven as they are a product of the times. For example, each woman is completely described in her "examine" description as to body shape, clothing, hair, etc. But you won't find an examinable body part or clothing item in the entire game. The same goes true for some of the background items in the room descriptions. Other than that, the game is pretty technically sound.

## Final Thoughts

This game is one of the first of the AIF modern era, and in fact is one of the few games that is accepted in the realm of mainstream IF. As such, it holds a place in many AIF player's hearts near such other classic games as *Moist* and *Generic New York Apartment Building*. It isn't nearly as fulfilling as these giants of the genre, but there is something somehow compelling about the single-mindedness of the game's protagonist, and the cartoonish quality of the characters.

**Rating: B+**

## *The Farmer's Daughter* (Inform Port), A Review by Grimm Sharlak

<b>Game info:</b>	<i>The Farmer's Daughter</i> , released January 2002
<b>Author:</b>	R. W. Fisher and D. W. J. Sarhan (Original C64) The Despoiler (Inform Port)
<b>Platform:</b>	Inform (originally Commodore 64)
<b>Size:</b>	80 kb (zipped)
<b>Content:</b>	m/f, m/m(if you're unlucky)
<b>Game Type:</b>	Puzzle Fest
<b>Length:</b>	Short to Medium
<b>Reviewed:</b>	February 2006
<b>Extras:</b>	None

Quick question for you AIF punters out there. Outside of *Moist*, do we truly have any classics more than a decade old? The answer is debatable, at least. Some would say yes, however, and as with Hollywood, recreating such classics is always a big ask. And so we come to The Despoiler's attempt to recreate the magic of *The Farmer's Daughter*.

I first played this game nearly two decades ago on my venerable Commodore 64. At the time, outside of *Mad Party Fucker* (not as cool as it sounds) this was my first foray into AIF. As such, this game definitely gets the nostalgic treatment from me. However, will that nostalgia carry it through this port?

### Basic Plot:

The story is a classic: door-to-door salesman's car breaks down, he goes to farm house, discovers unbelievably hot daughter of farmer. After calling the garage, he finds he has a limited time to actually discover her. Standing in his way? The girl's shotgun toting father and two *Deliverance* style hick brothers. All three of which are quite protective of the girl.

The beauty part of the story is that there is very little character interaction, especially considering that running into all but the daughter can result in a game over, and the daughter has to be found by herself. Instead we learn about the characters by snooping through the house, finding diaries,

photos and the like. This also helps build sexual tension in the game as you find some interesting... objects as you go along.

### **Puzzles/Gameplay:**

Which brings us to the gameplay. Welcome to text adventures, late 80's style. This game is, in a word, hard. There is a turn limit, and multiple occasions where you can die. So the challenge lies in getting all you need to get the farmer's daughter "in the mood" (as opposed to just finding that one magical item that makes her jump your bones) while simultaneously dodging the rest of her family. This results in some trial and error, but if you think before you do then you should be alright. Guess the verb problems are few and far between, and considering the original C64 text game engine this came from, it's a good step up.

Puzzles are of the "find the right item" variety, but there are some clever little puzzles throughout. Fooling these dumb hicks isn't as easy as you'd sometimes think, while some answers are delightfully obvious. They're all straightforward, and the challenge lies in having the right item at the right time, as even the best laid plans can go awry.

### **Sex:**

As mentioned earlier, the atmosphere in the game is built through finding the various tidbits about the character. And while you would think that having just the one sex scene in a challenging game such as this is a let down, the final scene itself is aided by the things you find.

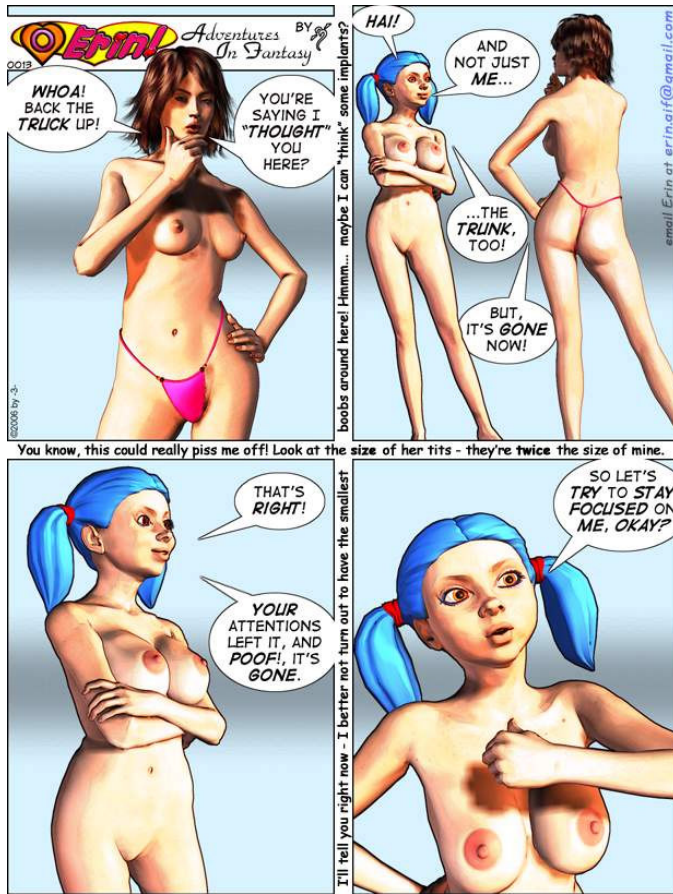
Sure, perhaps you agree with the PC in the intro that the daughter is the hottest little thing you've ever seen, maybe not. But by the time you've learned more about her through her possessions (her diary was some hot stuff when I first encountered it back in the day) the conquest of this girl becomes a real goal. The scene itself is sufficiently hot, while not exceptionally long, but the build up makes it more than the sum of its parts.

### **Final Thoughts:**

Is *The Farmer's Daughter* a worthy port of a classic game? Yes. Did TFD even need porting? It certainly didn't hurt. It took the basic gameplay, settings and story and put it into an easier-to-control package. There are some slight differences in some scenes (the loss of "and suddenly you have an erection you could drive nails with" is a sad one), but you wouldn't really notice unless you played the two directly after each other.

All in all, a worthy port of a worthy game. If you've never played *The Farmer's Daughter* before, what are you waiting for?

Rating: B



This is Erin! comic strip #13. All previous strips can be viewed on the AIF Newsletter web site and on -3-'s new site: <http://comics.aifcommunity.org>. Don't miss them!

### AIF Wants You

If you can write game reviews, articles, opinion pieces, humorous essays, or endless blather, we want you. Contact the Editor for suggested content or just write what you want and send it to us.

### Staff

Editor A Ninny is an AIF player, author of two AIF games and frequent beta-tester. His *Parlour* received an Erin for Best "One Night Stand" game in 2004.

Web Master Darc Nite is a newcomer to the AIF scene. He is an avid gamer who heard the call for help with the AIF Newsletter.

Staff Writers A Bomire is the author of several TADS AIF games, including *Dexter Dixon: In Search of the Prussian Pussy*, *Tomorrow Never Comes* and *The Backlot*. His games have won numerous awards and Erin nominations.

BBBen is an AIF author. He has released six games, including the *Crossworlds* series and *Normville High* which won A. Bomire's 2004 mini-comp. Debbie, his popular character in the *Crossworlds* series won the 2004 Erin award for best female non-player character

Grimm Sharlak is the author of two AIF games: *Breakout* and *Of Masters and Mistresses: Abduction*.

Christopher Cole has written many popular ADRIFT AIF games, including *Camp Windy Lake*, *Gamma Gals*, and *Mount Voluptuous*. He is the 2005 winner of AIF's Badman Memorial Lifetime Achievement Award.

### Submitting your work to "Inside Erin"

Please direct all comments, articles, reviews, discussion and art to the Editor, A. Ninny, at [aifsubmissions@gmail.com](mailto:aifsubmissions@gmail.com).

