inside erin

THE AIF COMMUNITY NEWSLETTER

Contents

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.

A Letter from the Editor
A Ninny

Once again, I'm happy to report that the jack-booted thugs did not come and drag me away, confiscate my computers and send me back to Cuba, ripping me quite literally from the arms of my Miami relatives. Oh, wait – that's Elian Gonzales. I wonder what happened to that kid. Anyway, the urgency of writing about the bad, bad government anti-porn agency has faded even further into the background, especially with all the other excitement that's been going on around here.

Most of you have already skipped reading my Editorial and jumped straight to the results of the Mini-comp. So you already know that the winner is *The Second Guest* by ShadowDance88. ShadowDance88 has already acknowledged that he's really GoblinBoy. The staff of "Inside Erin" offers the author hearty congratulations on an excellent effort. *The Second Guest* did better in the voting than any other game ever, winning five out of the six categories. Thanks, also, to everyone who voted *HORSE* 1st place in the Technical category. The field this year was truly great – I really felt that the quality difference between the top 5 or 6 games was minimal.

I was amazed, frankly, at the number of you who turned in ballots. We received an astonishing 41 votes. Between the number of Erin voters and the number of Mini-comp voters, it really looks like this community is stepping up and supporting its authors. At least a half a dozen of you also provided really useful, detailed comments on all the 'comp games. I sent your comments (without identifying you) to the authors so they can benefit from

This Month In AIF
by BBBen

Well, the mini-comp has obviously defined this month. One of the main issues around was the voting system; this surprised us at *Inside Erin* since this year's mini-comp used only a very slightly different voting system to that used in the previous mini-comps. It's also pretty much the same system as in the Erin Awards, with the exception that the candidates are the mini-comp entries instead of a list chosen by the judges. There was also a bit of concern that with 12 games, some of them being fairly complex, 2 weeks was not enough time to play them all and vote on them – the voting period was in fact extended by a day, but further delays would have made the results unavailable for this month's newsletter, and it is a newsletter-run comp after all. Still, 41 votes were received which I believe is a record for the mini-comp, so that's a good result. I'm sure A. Ninny will ask for discussion on the voting system next time he runs a mini-comp, and I hope everyone speaks up *before* the voting actually starts this time!

In other news, a debate sprang up over whether it would be appropriate to remove games from general AIF distribution on the basis that they are just too crappy and should not be played by unaware newbies lest they come to think all AIF can be tarred with the same brush. The idea was probably not 100% serious, but nevertheless was voted down by a majority of posters who pointed out the difficulties in assessing good or bad games – some people may still like the damn things. There were a couple of other problems with the idea: firstly that it would make the community decidedly more elitist and less welcoming to

Letter from the Editor, Continued from Page 1

players' insights and opinions.

I have great hope, truly, that next year's mini-comp will be bigger and better still. There has been talk about doing additional AIF comps. We'll see how this talk plays out. I rather think that more competitions will simply dilute the field, at least until we really see that some more of the 41 voters are beginning to turn into authors. In the meantime, however, look in this newsletter (and, shortly, on the message boards) for an announcement of a new format of creative AIF writing contest that will run this month. The short version: you are invited to **Beat the Staff** in a cut-scene writing contest. I feel this shouldn't be too taxing and hopefully many of you will participate.

One more thing before I sign off: I owe a big debt to Bitterfrost this month. He picked up the slack because I was too busy collecting and counting votes (as well as dealing with some crunches in my real life job) to do a lot of the routine stuff on this newsletter edition. ●

This Month in AIF, Continued from Page 1

unproven authors who may be unsure about their own abilities, and secondly that it would basically make the community formally run by a small number of specific moderators, rather than (as it is at the moment) pretty much a free-for-all with a few people tending to be more prominent for the simple fact that they are more active and willing to do a little bit of work.

Congratulations to whomever won the mini-comp! At the time of writing I don't have the results, so I'll just assume it was someone deserving. I did feel that in my mind there wasn't a really clear winner (except for *A Goblin's Life*, which I was involved with and hence is perfect) but rather a field of several high-level, potentially winning entries. Thanks very much to all the authors. Congratulations also go to Chris Cole, whose short story "Dr Who: Ace" won the AF comp held in conjunction with the mini-comp. Chris agreed with me that, "we'd probably get more entries if we held it at a different time from the AIF comp," and we should probably announce it a little earlier next time as well.

AIFGames.com has been consistently active in a way that suggests the project is taking off successfully, and also has a new section on the forums. It's for "Game Discussion" i.e. feedback, and hopefully with a specific forum for such posts available it will encourage members to get a little bit active and maybe post a few words about a game they've just played. Writers only write to be read, after all, and without feedback it doesn't really feel like anyone's playing the AIF games you write (or at least, if they're playing them then they're not interested in them enough to comment).

To save myself time and trouble I'm merely listing the new games in manner in which they were listed in the voting form, since all the new games this month came from the mini-comp (sorry all, but I'm a bit busy and amazingly sleep deprived).

New games

The Casabian Virus	TADS 2	GoblinBoy
Fiendish Revenge of Baron von Glockenspiel	TADS 3	Girion
Flexibility	TADS 3	Fred Freeble
A Goblin's Life	ADRIFT 3.9	Burnout & BBBen
Hard Core	Inform	Hardcore IF
HORSE	TADS 2	A. Ninny
Lysistrata	TADS 3	Knight Errant
Plains of Fantasy	ADRIFT 3.9	Paul Swift
Scandal on the Seven Seas	ADRIFT 4.0	Faraday
The Second Guest	TADS 2	ShadowDance88
Stalker Neighbor	RAGS	Snouff Man
Time in the Dark	Inform	Purple Dragon

Mini-Comp Results

I hear the eager flipping of pages as everyone dives into the newsletter to find this page. OK, not the flipping of pages, really, but definitely the spinning of mouse wheels. Before I get to the results, I want to once again thank all the authors for putting in the effort on a fantastic collection of games. I also want to thank the 41 of you who voted.   What a great turnout!   Congratulations to ShadowDance88 (aka GoblinBoy) for his winning entry *The Second Guest.*

Without further ado, the results of the 2007 AIF Mini-comp are as follows:

Overall Finish Results:

1. *The Second Guest* by GoblinBoy (writing as ShadowDance88)
2. *A Goblin's Life* by Burnout and BBBen
3. *HORSE* by A. Ninny
4. *The Casabian Virus* by GoblinBoy
5. *Time in the Dark* by Purple Dragon
6. *The Fiendish Revenge of Baron Von Glockenspiel* by Girion
7. *Scandal on the Seven Seas* by Faraday
8. *Plains of Fantasy* by Paul Swift
9. *Lysistrata* by Knight Errant
10. *Flexibility* by Fred Freeble
11. *Hard Core* by Hardcore IF
12. *Stalker Neighbor* by Snouff Man

Category: Concept

1. *The Second Guest*
2. *Time in the Dark*
3. *A Goblin's Life*
4. *The Casabian Virus*
5. *HORSE*
6. *The Fiendish Revenge of Baron Von Glockenspiel*
7. *Plains of Fantasy*
8. *Scandal on the Seven Seas*
9. *Lysistrata*
10. *Flexibility*
11. *Hard Core*
12. *Stalker Neighbor*

Category: Writing

1. *The Second Guest*
2. *A Goblin's Life*
3. *The Casabian Virus*
4. *The Fiendish Revenge of Baron Von Glockenspiel*
5. *Time in the Dark*
6. *HORSE*
7. *Hard Core*
8. *Scandal on the Seven Seas*
9. *Lysistrata*
10. *Plains of Fantasy*
11. *Flexibility*
12. *Stalker Neighbor*

Category: Characters

1. *The Second Guest*
2. *A Goblin's Life*
3. *The Fiendish Revenge of Baron Von Glockenspiel*
4. *The Casabian Virus*
5. *Time in the Dark*
6. *HORSE*
7. *Scandal on the Seven Seas*
8. *Plains of Fantasy*
9. *Flexibility*
10. *Hard Core*
11. *Lysistrata*
12. *Stalker Neighbor*

Category: Technical

1. *HORSE*
2. *The Casabian Virus*
3. *Time in the Dark*
4. *The Second Guest*
5. *A Goblin's Life*
6. *The Fiendish Revenge of Baron Von Glockenspiel*
7. *Scandal on the Seven Seas*
8. *Lysistrata*
9. *Plains of Fantasy*
10. *Hard Core*
11. *Flexibility*
12. *Stalker Neighbor*

Category: Sex

1. *The Second Guest*
2. *A Goblin's Life*
3. *HORSE*
4. *The Casabian Virus*
5. *Time in the Dark*
6. *The Fiendish Revenge of Baron Von Glockenspiel*
7. *Scandal on the Seven Seas*
8. *Flexibility*
9. *Lysistrata*
10. *Plains of Fantasy*
11. *Stalker Neighbor*
12. *Hard Core*

Category: Enjoyment

1. *The Second Guest*
2. *A Goblin's Life*
3. *HORSE*
4. *Time in the Dark*
5. *The Casabian Virus*
6. *The Fiendish Revenge of Baron Von Glockenspiel*
7. *Scandal on the Seven Seas*
8. *Plains of Fantasy*
9. *Lysistrata*
10. *Hard Core*
11. *Flexibility*
12. *Stalker Neighbor*

Y ou are hereby invited to take part in the first ever **Beat the Staff AIF Writing Contest**!

Beat the Staff AIF Writing Contest #1

Here's the short: You submit a single AIF cut-scene of any length you want, it conforms to the assigned theme. All six of us staff members each write a cut-scene of the same theme. All the cut-scenes get published next month. Everyone votes. Someone wins. If you beat the staff, you get ultimate bragging rights.

Here's the long, drawn-out, list-format rules:

- Submissions must be in the format of a single AIF cut-scene or 'turn'. The cut-scene must include the player command. A sample follows at the end of the rules.
- There is no limit (minimum or maximum) to the length of your submission.
- Submissions must be original, never released before (though they may be drawn from a work in progress).
- The deadline for submissions is June 25, 2007.
- All received submissions will be published in the July edition of "Inside Erin".
- Following publication, a Yahoo! poll will be set up. Everyone will be invited to vote. Voting duration will depend on the number of entries received (how's that for a novel idea?) A single winner will be announced.
- Entries should be e-mailed to ninnyAIF AT gmail DOT com.
- This is the most important part: Submissions must conform to the following theme.
- THE THEME: **"5 seconds"**. This means that during the cut-scene only five seconds may elapse for the PC. Again, there's no limit to how much you may write, and there's no way to *prove* that only five seconds elapse for the PC, but if we're not convinced, you're not gonna win.
- The criteria. What's going to make your entry better? Well, keep in mind that you're not writing an entire AIF. That means that this cut-scene is a self-contained entity. You should convey something about the setting, characters and the overall scenario that would otherwise be communicated elsewhere in your AIF. The entries that do this well will come out on top of the heap.
- Why "5 seconds"? The idea is that during sex, our senses are so heightened that time seems to elongate. We experience more details, using more of our sense than we do at any other time. I'm hoping for some entries that expand and explore that idea to its fullest possibility. Of course, the cut-scene doesn't have to involve sex. It can simply involve thought (for example, the entirety of Nicholson Baker's novel *The Mezzanine* takes place as the narrator thinks about stuff during one escalator ride). Or it can involve watching something that the PC knows he's powerless to stop (what happens during that inevitable "Noooooooooooooooo!").

THE SAMPLE: This sample follows all the rules. It includes the player command and the response from the AIF parser. I takes place during five seconds of PC time. It doesn't have any sex in it. Sorry.

>x clock
You look up at the clock. The first thing you notice, of course, is that it's 11:15. Well. It's late. You blink your eyes heavily and think about going to bed.   But then you notice something else.   Somehow, you never realized the clock has a sweep second hand. When you glanced at the clock just now, the second seemed to be totally still, pointing at '7', but now it's plonked on to the next tick mark. It's one of those cheap battery clocks – where the sweep second hand doesn't really sweep, it does a little back-forth jolt, then vibrates slightly at its new resting place. Jolt, vibrate, rest. One second. Jolt, vibrate, rest. Two seconds. You close your eyes, centering your exhaustion. Your brain is engulfed in visual absence, but you can still hear the clock. Jolt, vibrate, rest. Three seconds. That sound is going to stay with you when you leave the room and go to bed. Jolt, vibrate, rest. Four seconds. As you stand to leave, the clock jolts again, then you begin to walk away.   ●

I t has been a dream of mine for many a year to write a game and upload it to the Internet for all the weirdo's out there (you know how you are) to download for free. I wasn't fussy about the kind of game I'd write as long as at the end of it, I would be worshipped by thousands of people I have never met. That was how I found myself learning Visual Basic; I was going to write the ultimate wrestling sim. It has been seven years since I began this project and all 147 lines of code still sit on my hard drive yearning to be finished. I later moved on to Actionscript and did much better, writing one level for a platformer and 50% completed a remake for the classic text based game *Rockstar*.

Why Write AIF?
by Paul Swift

So what does this have to do with AIF? Nothing so far but I will get to it, I like to ramble so bear with me. I have always been the kind of person who finds it impossible to stick to one thing. I bounce from task to task never actually finishing anything, just starting newer, more exciting tasks. My wife would testify to that; she would even point out every single unfinished DIY job around the house (many that I have long since forgotten that I even started). The only constant in all this time was my enjoyment for AIF. I was never part of the community; I just kind of showed up every now and again to play games before disappearing for another six months or so.

It was during one of these brief visits to AIFgames.com in early March that I noticed the call for mini-comp entries. I had always enjoyed AIF, had even briefly attempted to write an AIF game about five years back. That had lasted until my unregistered version of Quest refused to save my plotless masterpiece. My dream of my very own AIF game died that day; the mini-comp gave me a reason to resurrect that dream. It was decided. I would write the best work of interactive fiction ever devised. I would be revered!

I sat for an eternity trying to think of an original idea for a game—it literally took whole minutes to come up with the game within a game concept. My head hurt! I rested for a while before proceeding to open ADRIFT, readying myself for the battle that lay ahead. Expecting to be finished by the end of the week I mercilessly stabbed away at the keyboard. It would be another month before I realised I was creating a monster and by that point it would be too late to turn back.

By the end of the first week the game within a game gimmick was becoming boring, it was at this point that I decided on the idea of adding an emotion system. Like so many problem children, it seemed like a great idea at the moment of conception. It was only later that the problems began. I had to write five different responses to each subject and five different sex scenes for each position, some of them involving content that I just didn't like. It probably shows in the writing but I am too close to it to tell. I decided to leave the gimmicks at that. That was until while lying in bed at night I had a great idea, an idea that would double and in some places treble my work load.

I lay back trying to sleep when it hit me. In most games when you cum on a girls tits, that cum seems to settle for a moment, and then it vanishes into thin air. This is generally accepted as part of AIF, but it does seem a little unusual. I would change this, causing cum to stay where it lay; it could even be used as lubrication! This too would lead to some scenes that I would rather not have written, but I was too excited to think about that then. The cum gimmick was implemented and writing my game became a slow, boring chore. I no longer wanted to finish the game but I didn't want another half finished game sitting on my hard drive, I would finish *Plains of Fantasy* if it killed me.

Eventually it was over with a week left for testing. I had written the greatest game of all time. I had bug tested it myself and found it to be the cleanest, most bug-free game ever created. Optimistic for the first time in weeks I sent my perfect game off to be tested and spent time with my family while I waited for it to come back. Unfortunately what came back was the most bug filled piece of crap in the universe. People talk about Vachon games having bugs, believe me he has nothing on me. I couldn't

believe I had missed so much, I couldn't believe I had written this rubbish. I hated my game again.

It was during this time that my wife became suspicious of my late nights spent tapping away at the keyboard until three a.m., occasionally laughing to myself before continuing to type. I had to come clean and tell her what I was doing, this resulted in her shrugging and rolling over before falling back to sleep with a snore. My secret was out and she didn't care, she thought of it as just another one of those geeky things I do.

After some more rounds of testing and hours of pulling my hair out trying to figure out why certain things happened, the deadline snuck up on me and punched me in the face. I entered my masterpiece and crossed my fingers. I have gotten some positive feedback and some not so positive. It has been a long road to get a game entered into the mini-comp, much longer than I imagined and I have much more respect for the authors that knock-out game after game. It is much harder and more involved than you imagine.

In short, for all you people that could be bothered to read the whole thing (you know who you are as well!) I wanted to write game, wrote game, hated game, loved game, entered game. Did I enjoy it? Yes, parts of it anyway. Would I do it again? I have already started my second game, which will be my first full game. Would I recommend writing AIF to those out there that have so far only ever played it? Most definitely, seeing your own creation running and having others discuss it is a great experience. Even the bad comments are great and make you more determined to do better next time.

So how did my game do in the competition? I don't know yet and that's not really the important thing, what is important is that I enjoyed the experience. Even the bits I hated at the time, I look back at and smile. It gives you a buzz that I can't wait to feel again and I hope to compete against more new authors at next years mini-comp.

Paul Swift is the author of Plains of Fantasy, *which was entered in the 2007 AIF Mini-comp.* ●

A Review of the 2007 AIF Mini-comp
by Grimm Sharlak

Review of *The Second Guest, HORSE, A Goblin's Life, Plains of Fantasy, The Casabian Virus and Scandal on the Seven Seas*

The Second Guest, ShadowDance88

We'll start off with my favourite game of the comp; *The Second Guest.* This game is a classic tease situation, with the player moving into a secluded holiday home to try and overcome his writer's block. Before spending even one night in the house, a beautiful young woman named Clara appears downstairs and soon has the player falling all over himself to get into her pants.

Mini-comp Reviews

This game, while not exactly a new story, is a perfectly executed "tease" game. Clara leads the player on, building up the sexual tension as the game goes on. And luckily, the build-up is worth it as the scene with Clara is not only well written, but intricate with the game keeping track of positions and other factors, ensuring replayability as well.

Rating: A

HORSE, A. Ninny

You play a member of a sporting centre's cleaning staff, and find yourself alone at the end of your shift with a sexy co-worker and a basketball ring…

This game also rates well, due to an inventive way of play. Rather than the usual AIF fare, this is almost a CYOA game based around a game of "Horse" a game where, in this case, you try and match each other's shots on the basketball court. This leads to a menu driven game, although in between you can enter commands to try and distract your opponent.

HORSE is certainly inventive, and well written overall. Another great effort from A. Ninny.

Rating: A

A Goblin's Life, Burnout and BBBen

Now we get into the more high concept stuff – certainly an original idea for a game, but also for methods. Since you play a somewhat unattractive (to humans, at least) goblin, not only is the game world different than the norm, the ways of getting along with the ladies is different as well.

Being a goblin allows for a different kind of writing, and the goblin you play as comes through well in the writing, rather than being a faceless avatar for the player. Not to mention the actual puzzles are quite inventive as well.

The game isn't implemented as well as it could be, but due to the authors just scraping in for the deadline this is quite understandable. The game has no game-killing bugs, anyway.

Rating: B

Plains of Fantasy, Paul Swift

Another different concept game, and another well-realised main character. The character you play manages to be even more repulsive than a goblin. He is a middle-aged, disgusting MMO obsessive. The writing attempts to poke fun at such people (still living with his mother, in the basement, etc) but sometimes comes off more mean-spirited than funny.

It doesn't help that the game itself is rather difficult. And not for good reasons, either. The whole idea is to login to the MMO *Plains of Fantasy* and uh… Get it on. However, doing such a thing is actually a lot harder than you'd think; just turning on the computer is a trial, requiring you to not so much solve a puzzle as to look at absolutely bloody everything and then struggle with some poor implementation to solve. Remember writers, DVDs and DVD players are separate things, and making sure the game knows that is difficult too.

Once I actually managed the task of logging into the game, I was met with one room, nowhere to go and a conversation tree that was endlessly repetitive. No matter what the reward, the player has to struggle through a lot in this game, and it ultimately isn't worth it.

Rating: C

The Casabian Virus, GoblinBoy

The first game I played in the minicomp, *The Casabian Virus* is a time-travelling adventure which is quite unique and well written. Not to mention it includes pictures!

Not only does the game feature the non-standard female protagonist, it also handles the perils of time travel well, especially in such a short timeframe. The sexual content itself was a little on the light side, but this game would be fun and well written even without it (although the ending would have to change a little for that), so it gets a high mark from me.

Rating: A-

Scandal on the Seven Seas, Faraday

Perhaps inspired by Chris Cole's serial story *Seven Seas of Theah, Scandal* sees the player in a role many of us would have loved to play; a swashbuckling pirate captain! *Scandal* is a fun little game, with some innovative ideas and some good use of ADRIFT. I certainly didn't imagine that I'd be taking part in pitched sea battles or sword fights in any of the comp entries going in.

However, these elements of the game aren't as well implemented as they could be, seemingly relying more on a random number generator than an actual strategy. This is fine, considering, but it makes it frustrating to play through battles multiple times just because you weren't lucky.

The only problem with *Scandal* is that when it comes to the goal of the game the pace comes to a grinding halt. After a sea battle and a duel, you come to your main prize and… engage in polite conversation? Utilising a similar system to the aforementioned battles, you have to struggle through this conversation, which is, to be honest, bloody boring. A great concept for a game with some clever tricks, but ultimately the playing of the game can be frustrating and tedious.

Rating: C+ •

Review of the 2007 AIF Mini-comp
by Softiron

>look

You are in what looks like the remains of lewd fantasy shop. Sexual paraphernalia are scattered throughout the turned over shelves and wire stands. You notice nothing particularly fancy or expensive—erotic birthday cards, plain dildos, and a crude plastic blow-up doll are among the junk that remains—so you surmise that either this was a run-down joint to begin with or that looters found the good stuff before you got here. Not that you were planning on committing burglary; heck, you were just exploring the mostly abandoned warehouse district off Lake Street when you stumbled into this store.

On one of the far shelves your eye catches the glint of cellophane.

>xyzzy

Any magic that was once in this place has dissipated.

>x cellophane

You walk to the far end of the dilapidated shop, and notice a package resting upright on the shelf, apparently untouched and undamaged. Upon closer examination, you notice a label curving around the outside of the package.

>read package

<div align="center">

2007 AIF Mini-comp
conducted by
"Inside Erin: The AIF Newsletter"

</div>

>open package

You greedily tear open the last remaining item of value in this junk heap. Immediately, you recognize the contents. There are twelve 3.5" floppy disks, all bearing writing, presumably the program on each disk. The titles suggest that they are games, and probably of the pornographic variety!

>run home and play games

Never before do you remember being filled with such anticipation (except four years ago when you stole the 2003 mini-comp off of these very shelves). You dash out of the store and run like a cheetah in heat until you reach the safe confines of your dormitory.

Turning on your computer, you insert each disk and play the games, one by one. After an entertaining, and at times frustrating, few hours of play, you relax in your chair. Though hard as a steel combine, you feel more compelled to write capsule reviews of these games than you are to spew your seed all over the keyboard (speaking of which, it's about time to get a new keyboard).

>review games

Okay.

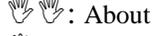
I last reviewed games for Christopher Cole's 2003 mini-comp, and I last voted for the 2004 games. To be honest, I have played very little AIF the last few years (heck, I still haven't played *Dear Brian*), and haven't been involved much in the community since I organized the 2003 Erins. But after playing *Fever Cabin* late last year, I have been motivated to play a few games and work on one of my own.

In fact, I had planned on entering the game into this very competition, but I fell in love with a beautiful, horny woman about three months prior that severely slowed down my progress! Don't worry; she's fully supportive of this hobby, so perhaps I will finally contribute a game to this community.

Either way, the AIF world desperately requires good authors, and good players who will provide feedback. So I though I

would do my part. The reviews below are in the order I played them, which was more or less random. I have ranked them according to where I placed them under the "Enjoyment" category on the voting form. If your game gets a bit of harsh criticism, I do not apologize; you've entered a competition, so you're here to be judged. However, I hope that my comments, if not helpful, will at least motivate the authors to improve on their work and blow me away with their future releases.

One more thing. I fully support the notion that games do not have to be free-for-all fuckfests to be considered true AIF. However, the entire reason for this community's existence is that we aim to titillate (or at least focus on very taboo subjects). If a game has adult-oriented perversions, but its purpose isn't primarily to make someone horny, then in all likelihood it would be accepted in the regular IF world. Thus, in addition to my ranking, I will list a separate score that indicates how happy I am this game is in the community. We'll call it the Stroke Meter. Below is the key:

🖐🖐🖐🖐🖐: I will keep this game and surely stroke to it again. And again.
🖐🖐🖐🖐: Worth stroking to, but it wouldn't excite me on a second go round.
🖐🖐🖐: A stirring in my loins occurred, but my zipper remained in the "up" position.
🖐🖐: About as titillating as *Zork*.
🖐: My penis retracted out of fear.

Softiron
Softiron@charter.net

The Casabian Virus by *GoblinBoy* (TADS)

I'm a sucker for time travel stories, even if they're really awful, like Timecop. GoblinBoy's story is highly reminiscent of the paradox theme in the first Terminator movie and in the Star Trek: TNG episode "Time's Arrow," both of which I thoroughly enjoyed. That GoblinBoy was able to cram such a story into three rooms was impressive, as the game truly seems much larger than it is.

Not only did I enjoy the multiple endings, but the various paths towards those endings. There is some freedom within the game to perform actions that don't affect the outcome, but expand the characters and exploit the atmosphere, which is always appreciated. And the seduction scene with the assistant is top-notch. Somehow, though, it was difficult for me to wrap my head around losing my virginity to an unconscious man. Raping someone to save the world didn't give me any warm fuzzies, though it approaches irony, which is always fun.

For fun, I named the character for my honey, and then was dismayed to see that pictures came with the game. Not only could I no longer use my imagination, the woman (albeit gorgeous), looks little like my girlfriend, so it ruined the intimacy for me a bit.

Out of twelve inspiring contestants, The *Casabian Virus* finished in **4th** place for me, just out of the medal standings.

Stroke Meter: 🖐🖐🖐

HORSE by *A. Ninny* (TADS)

As a kid, my friends and I played this game frequently, though we called it LOSER. Of course, had we been playing A. Ninny's version, we would have wanted to lose as quickly as possible.

What makes this game of strip'n'fuck HORSE work is the build-up. Reminiscent of the rules for the eponymous game in the movie BASEketball, each person is allowed to distract their opponent before taking a shot, either by talking or teasing them in some manner. I was delighted to discover that many of my ideas were implemented, including kissing her neck. Additionally, to have some of your teases backfire on your character is brilliant.

My only real gripe is that the dialogue can get a little repetitive, as the shots you take and the teases you make are all too finite.

Ultimately, it doesn't matter whether you win or lose, as your oversexed blonde co-worker will screw you either way. Which is how it should be, because when you're playing strip HORSE, there are no real losers.

In a tough race to the finish, HORSE galloped across my ballot line in **3rd** place.

Stroke Meter: 🖐🖐🖐🖐🖐

Flexibility by *Freeb* (TADS)

In this watersports (and some other kink) game, the author warns that it is written tongue-in-cheek. That's fine, but usually when I hear tongue-in-cheek, I want to be amused. Mostly, I just found this to be strange.

Don't get me wrong; I actually enjoy some kink, and the few scenes I was able to unlock in this game were well-written and would certainly turn on those that are into this sort of thing. I might be one of the few people who really enjoyed *Depravity Bites*, even though I wasn't all that turned on by it.

If the NPC had been a little less vague in her intentions, and if half of what I typed would have produced meaningful responses, I might have enjoyed this game. But it was really tough to get anywhere, and the nearly non-existent descriptions left a lot of atmosphere to be desired.

Despite these criticisms, *Flexibility* contorts itself into **6**th place on my ballot.

Stroke Meter: ✋ ✋ ✋

Hardcore by *Hardcore IF* (Inform)

If you ever wanted the pleasures of a Rubik's cube infused with an AIF game, this is surely your cup of tea. The introduction is long, but entertaining, explaining how the PC has come to be a socially and sexually frustrated human being, and how he came to be married to a woman who doesn't help matters any. Now, a father of two kids and approaching middle age, the PC stills find sex to be difficult and unfulfilling. But your wife is willing tonight, if you can somehow manage to turn her and yourself on enough to be able to go through with it. Oh, and you have sixty turns before she'll give up.

Even though the PC is depressing, and any hopes of this game being titillating are shot straight to hell from the beginning, I love the concept. The verb "think about" certainly yield some more entertaining backstory (and sometimes some cruel endings), and approaching your goal feels similar to completing an elaborate lock and key from an Infocom puzzlefest.

Ultimately, however, I was unable to solve the Rubik's cube, and the limited available actions hampered my desire to try and complete it.

But the promising concept alone was enough for *Hardcore* to finish in a hard **9**th place on my ballot.

Stroke Meter: ✋

Time In The Dark by *Purple Dragon* (Inform)

Playing through this story brought back fond memories of Optimus' masterpiece, *Memories Are Made Of These*. While the plots and even the subgenres are entirely different, the feelings of helplessness and claustrophobia are powerful in both. Adventuring (and later having sex) as a blind man is a wonderfully original idea that certainly deserves a much larger game, and I hope Purple Dragon or someone else decides to go with that route. I also know we have at least one member of the AIF community who is blind, and I would be delighted to hear their thoughts on this piece.

My favorite two genres of writing are suspense thriller and erotica, and they mix oh so well together. A primary portion of the game involves searching for clues as to your potential threat, and doing so while blind. Better yet, there are three suspects, and each time you load the game, a different person will be the culprit. The clues that are left behind are clever, if a bit too easy to decipher. The only letdown here is that you don't even need to search for the clues, as you can guess-and-check the name of the culprit without actually providing any evidence to make an arrest. Thus, the payoff takes a hit.

Despite this one flaw, I actually did want to replay the game several times to discover all of the endings, in addition to the multiple sex scenes, not all visible in one play through. I also appreciate that there is no arousal daemon, thus the sex scenes seem more real. Moreover, the two characters who have sex are actually in love, and you can tell. Their personalities shine through, making for a very pleasurable gaming experience.

I can plainly see that *Time In The Dark* deserved to finish **2ⁿᵈ** on my ballot.

Stroke Meter: 🖐 🖐 🖐 🖐

Stalker Neighbor by *Snouff Man* (RAGS)

So there are three ways to end this game:

1)Brutally rape your neighbor and take off
2)Brutally rape your neighbor, set her free, then take off
3)Brutally rape your neighbor, kill her with a knife, then take off

I hope this game wasn't meant to turn me on. If it was meant to paint the picture of a rapist, it does it rather poorly. And it seems the girl went to the Bobby Knight school of "might as well relax and enjoy it" rape.

Oh wait, there are four ways to end the game.

File > Exit.

Stalker Neighbor would have finished 13ᵗʰ on my ballot had Mark Ryan submitted a game. As it stands, **12ᵗʰ** it is.

Stroke Meter: 🖐

The Second Guest by *ShadowDance88* (TADS)

Yes! ShadowDance gets it. A simple story about an author who uses his friend's cabin to finish his story, this is what good AIF is all about:

- Enough background to make you interested in the characters.
- Plenty of build-up to make you want to chase the heroine.
- Relatively verbose descriptions that most games gloss over.
- Several alternate paths that lead to a whopping twelve different endings.
- Mega-variety in the sex with little that's repetitive
- A genuine story that isn't entirely predictable

And all this with just three rooms and three characters. This is the best AIF comp gave I've ever played.

So naturally, *The Second Guest* stormed to **1ˢᵗ** place on my ballot.

Stroke Meter: 🖐 🖐 🖐 🖐 🖐

The Fiendish Revenge of Baron von Glockenspiel by *Girion* (TADS)

Locked in a laboratory with your female colleague, you must figure out how to save yourselves before the "hourglass" set up by the fiendish Baron von Glockenspiel runs its course. There are essentially a couple of well-designed puzzles and a couple of short and tame sex scenes as your reward for solving them. While I would have appreciated a little more flexibility with the final puzzle as far as my verb usage, I was happy with the competency of the coding and the writing. The atmosphere kept its Victorian taste throughout. The ending was funny, too.

I wasn't wowed, but the lack of anything annoying grants a **5ᵗʰ** place finish on my ballot to *The Fiendish Revenge of Baron von Glockenspiel*.

Stroke Meter: 🖐 🖐 🖐

A Goblin's Life by *Burnout & BBBen* (ADRIFT)

I'm not the best person to review this game, as I like my sex to be between humans. And good-looking humans at that. So I have a hard time enjoying erotica by beasts, even if they're attractive for their race. On the other hand, being from other races, I was not as repulsed by the rape scene.

The characters were fleshed out well, and the writing was competent. But I was frustrated with the coding. For example, when I dumped the paralysis drug in the soup and shot the goblin with the dart, both events related to each poison occurred simultaneously (without affecting each other), which made little sense. Also, the backpack was left out of the room description and the "look" description when visiting the campfire, so my frustration continued to mount.

I did find two of the four positive endings, but had little motivation to find the final two.

A Goblin's Life sounds brutal, as a **7th** place finish on my ballot would attest to.

Stroke Meter: 🖐🖐

Lysistrata by *Knight Errant* (TADS)

Based on the Greek comedy by Aristophanes, Lysistrata takes place during the Peloponnesian war, when the women of Sparta band together to withhold funds and sex from their husbands until they agree to end the long war with Athens. You play Cinesias, who's horny as hell and is hell bent to get some nookie from his wife.

What follows are a couple of bland fetching quests and bland conversation. For those who played Dragon Warrior, remember when you talked to Princess Gwaelin? She would ask, "Dost thou love me?" YES or NO. If you select no, she replies, "But thou must! Dost thou love me?" YES or NO. Again, you select no, and she replies, "But thou must! Dost thou love me?" ad infinitum until you select the correct response. And those responses reward you with the ending.

With virtually no buildup towards the final sex scene, I couldn't bring myself to care.

But I could bring myself to give *Lysistrata* a **10th** place finish.

Stroke Meter: 🖐🖐

Scandal On The Seven Seas by *Faraday* (ADRIFT)

A nice PDF file bearing histories and pictures of the pirates within the game sets a wonderful tone to this adventure; unfortunately, that was about as good as it gets.

To be fair, it looks like Faraday spent a good deal of time on the programming. You begin on your ship, engaging in a battle at sea, and with an RPG style turn-based fight, you must board your enemy and fight the super hot female captain. This hand-to-hand fight is also turn-based. And then upon victory, there's a sex scene, which is pretty damn good.

Then the story takes a bizarre plot twist where you're meeting with another woman. And you must impress her in an RPG style turn-based conversation (because, you know, that's hot). And then the games gets buggy. You're able to perform sexual actions that you seemingly shouldn't, but then when she's practically begging for sex, trying to touch her leads to the PC trying to fuck her and the game ending abruptly in failure.

But I liked it up to that point.

Scandal On The Seven Seas swashbuckles to **8th** place on my ballot.

Stroke Meter: 🖐🖐🖐

Plains Of Fantasy by *Paul Swift* (ADRIFT)

Playing a disgusting male in his mother's basement who's addicted to virtual porn wasn't enough to turn me off this game. The pointless hunger puzzle didn't even bother me that much. Nor was yet another RPG conversation system enough to make me shake my head. No, this time it was the guess-the-verb frustration that eventually forced me to quit shortly after I killed a bunny to impress my virtual mate.

Hey, at least I wasn't forced to rape anybody.

Plains Of Fantasy thanks the stalker for it's **11th** place finish on my ballot.

Stroke Meter: ✋

Softiron is a long-time AIF Community member. ●

Being that this running commentary is called How NOT to Write AIF, I usually take great (or at least wry) pleasure in pointing out how I'm doing this whole game designing thing blind and bassack-wards. I like to think of myself as one of those lovable loonies that piloted disastrous "flying machines" in old stock footage. You're sure their idiocy is going to get themselves killed, but God love 'em!

However, this month my strapped-on wings actually carried me some distance before I crashed. To my utter surprise, I actually got something right. Two somethings, in fact. I know. I can't believe it, either.

The biggie is that I finally joined the twenty-first century and landed myself a laptop. Yeah, I know. A laptop. So what? Big deal. You have to understand—I'm not exactly rolling in cash, and I've never been one to buy things for myself.

How NOT to Write AIF

Author's Log
by
Bitterfrost

If you work in an office of any sort, I highly recommend cozying up to the IT people. Ply them with compliments and cheap booze and you, too, can finesse a laptop out from under them for a mere 30 bucks.

Sure, it's ancient and has a peculiar Spanish keyboard upon which I can never seem to find the colon or the question mark, but it suits my purposes and frees me from relying on the rare troll time I have on my PC at home.

So I finally have all of my AIF junk in one place, accessible at any time. That is a major milestone for this scattershot project. My game production will triple! During the week, I'm surrounded by Macs with nary a PC in sight. As a Machead, I usually have no problem with that, but it means no ADRIFT. So I survive by a complex series of Word documents and obscure notes to myself. Those days are over now. I might finally get somewhere with this game now.

The second notable bit from this month has kept my wandering mind focused on AIF. In the past, I've found it difficult to keep this project in my forebrain during a given week. There's usually too much going on, and I have trouble getting back into the AIF mindset to get some work done.

If you find yourself needing inspiration for your game or if you have a head full of images and ideas and don't know where to start your Steamy Sex Scene™, I highly recommend partnering up and writing live AIF via chat or email. Lay out a premise and have a friend throw out AIF game commands. Then improvise, writing what immediately comes to mind. It's worked a treat in my case, keeping my writing fresh and my brain halfway nimble (or at least lucid) where my game is concerned.

Sure, not every exchange is going to be golden, but you're likely to end up with a kernel of material that you can flesh out later on your own. In my case, a little AIF improv inspired me to redesign a game scene I had a major mental block on.

Enough of the positive, let's get to what I'm doing wrong. Anyone who's followed this log for the past nine months would probably say, "Quit yapping and just release your game already."

Why am I doing this? What's taking so long?

Hey, I'm doing the best I can! I'm just doing it the hard way. The thing is, I don't want to release a series of games or have a long and varied AIF career like any sensible author. I'd always regret excluding certain ideas or failing to fully develop the game environment to my liking or some other worrywart nonsense.

That's why I started this fool project in the first place; I wanted a detailed AIF with all of the elements I like in it. So I'm mounding it all into one big game. Unfortunately, that means years of work and worry, doubt and distraction.

But I've got to say it's fun and, hey, it keeps me off the streets. ●

Hello, AIFers! Bitterfrost here. For this month's Great Moment in AIF, I've chosen a famous scene from Chris Cole's Gamma Gals. I enjoyed the game immensely, but there's one bit I've always found particularly memorable. This surprise twist had me grinning from ear to ear. This is great AIF writing, making the game environment feel more alive and giving the player much more than they expected. Obviously, there's more you can do in this scene, but I'm a fannyman so I'll cut right to my two favorite bits. Enjoy!

>assfuck sharron

"Oh god, yes," Sharron says, removing her clothes. "I want it up my ass!"

Great Moments in AIF

Sharron gets onto all fours on her bed and spreads her legs wide. You stand behind her and put your cock up to her asshole. You spit on your hand and lube up your prick and her puckered hole. You place the head up to her ass and she responds with a squeal. You push hard, and your head pops into her tight little asshole. Slowly but surely you slide your cock into Sharron's ass, moving it in and out. She bites onto a pillow to prevent herself from screaming out. Her tight hole loosens somewhat and you are able to start thrusting faster and faster. You grab her hips and pound her asshole.

Suddenly, there is a knock at the door and immediately it opens! Shannon walks into the room "Sharron, have you seen my..." she stops when she sees you standing behind a nude Sharron with your cock up her ass. Shannon's expression is shocked at first, but fairly quickly changes to an excited smile, which she tries to hide. Sharron seems to be enjoying herself too much to care.

Just as your cock is about to soften, Sharron moans quietly: "Don't stop..." Shannon closes the door, but remains in the room. You start to hump Sharron again, but your dick has gotten too soft from the fright. You pull out and stand there, not sure what to do.

"See what you did?" Sharron says, and then laughs, breaking the tension. "God, he was pounding me good!" Sharron says, sitting on the bed.

"I'm sorry," Shannon giggles. "Maybe I can make up for it..." she says and slowly begins to remove her clothes!

>assfuck sharron

Now that Shannon's here, let's double the pleasure...

>assfuck shannon and sharron

"Oh, fuck yes!" Sharron moans, getting onto all fours. "Fuck me up my ass!"

Shannon takes your hard cock and guides it up to Sharron's asshole. Sharron leans forward, sticking her ass high into the air. She reaches back and spreads her ass cheeks wide. Shannon leans over and takes your cock into her mouth, getting it nice and wet. Then she licks Sharron's asshole and slides your cock into her sister's ass. You begin to pump it in and out of her tight butt.

"Yeah," Shannon spurs you on while rubbing your ass and kissing your arms and shoulders. "Shoot that hot load deep into her ass!" Sharron yelps her assent and you pump harder still. You explode hard, shooting your cum into Sharron's asshole. She bucks and shivers as your hot jizz shoots inside her.
You have satisfied Sharron.

After resting a few moments, Shannon gets dressed. "That was fun," she smiles. "Let's do it again sometime."

Sharron laughs. "But not too soon...my ass needs a rest!"

Shannon giggles and leaves the two of you alone. You and Sharron get dressed and Sharron hurries out the door. "I have a study group to get to!"

You are, unfortunately, alone. ●

S ome AIF games are really, really good, and we remember them for that – the works of Newkid, Chris Cole and A. Bomire spring immediately to mind. Other AIF games are really, really bad and funnily enough we tend to remember them too, to some extent, since they are so unplayable that whenever a poor soul happens upon them we get help requests about how to complete the first few "puzzles" (or even to do relatively mundane things like open a door or talk to a person). However, there is a middle-ground of games that tend to get forgotten – these are games that don't have a well established author behind them working as a sort of brand name, and simply slip farther and farther into the back catalogue while their author becomes simply disappointed at the reception for their work.

Forgotten AIF

by BBBen

Nobody wants to write a game that gets panned and flamed, but by the same token nobody really wants to get the lukewarm, disinterested response that says, "yeah, we see you put some work into this game but we're still not too impressed". Even if that's not really the message the community would *like* to send, that's what the author hears, since we don't have some coordinated, encouraging, unified voice that says "Hey, that's pretty good. With a bit of experience you could be great. Keep it up!" While it may be too late to change the response to a game that was released years ago, there is actually enjoyment to be gained from giving some of these games a go. Because of that, here are three of the forgotten games of AIF, presented in a retrospective sense for your amusement. All three of these are taken from the busy period of game releases in late 2004/early 2005. Take the challenge and play them all with an open mind, then put up a comment or two on the boards if you enjoyed them.

Game: *Turnberry Manor*
Author: Delaflunk
Released: 5th October 2004
Available at: http://aifcommunity.org/games/adrift/Turnberry.Manor.zip

Turnberry Manor may be somewhat forgotten because the author Delaflunk didn't write any more games after his first two (the other was *Handyman*) and also because some technical and design problems prevent the game from being truly great. Still, there are some rewards for someone looking for a straightforward sex romp game, and a game should not necessarily be panned just because of some bugs (it's a fairly large game for an author's second attempt, after all). There are several hot female NPCs in the game, and if you stick in the game long enough you come across Hannah, who is my favourite of the lot and I really wish the scene with her was longer and more complicated (Hannah is described by the game as "a short girl with a boyish haircut. Her hair is light brown and shaggy. She appears to be about your age. Her body is shapely in a very full way, and her large breasts swing around unhindered. She is staggeringly pale and nicely plump," and she describes herself as "Just your average, sex crazed computer geek with some double D's." – come on, that sounds pretty good, doesn't it?). Normally a buggy game suggests a laziness and lack of care and interest by the author, as well as a lack of respect for the player, however I feel that in the case of *Turnberry Manor* it's really just due to a lack of experience as the game genuinely seems to have had quite a bit of work put into it.

Game: *Saturday Night at George's House*
Author: Uefgol
Released: 29th October 2004
Available at: http://aifcommunity.org/games/tads/SaturdayNight.zip

For no particular reason that I can discern, *Saturday Night at George's House* slipped almost totally under the radar when it was released in late 2004. The author, Uefgol, had released one earlier game that was barely a game – more a piece of erotic fiction with a few prompts for player interaction, but *Saturday Night at George's House* was actually a big step up in terms of length, complexity and quality. It was a busy month for game releases, so that may have been a contributing factor, and I also suspect that the incest theme didn't help the game generate interest. Once incest was all the rage in AIF, but by 2004 it had become quite unfashionable. Additionally some of the scenes contain MMF sex (not bisexual, but two guys on one girl) which has also tended to be unfashionable in AIF until GoblinBoy's recent successes. I actually don't think the incest story in *Saturday Night* is all that interesting anyway, as the sister is not all that appealing, but there are some quite hot side characters and sex scenes, and the game is relatively well put together. It suffers from a lot of hand-holding (the player is mostly prompted to write the commands needed for progress with highlighted text or obvious phrases along the lines of "A closer search could reveal something hidden") and some of the descriptions of the girls are a little abrupt, but other sections of the game are quite good, with Amanda as the character that I would consider to be the stand-out. Despite a curious writing style that tends to state things as if everything is a brief summary rather than the actual events (instead of: *"I love to fuck you," says Amanda,* you'll see: *Amanda explains that she loves to fuck you*) and an unromantic view of sex, it is still worth a look.

Game: *Graduation Night at the Brothel*
Author: strgzr02002
Released: 18th January 2005
Available at: http://aifcommunity.org/games/adrift/graduation.night.present.zip

Graduation Night at the Brothel suffered, I believe, from the fact that some people became disinterested in the premise; the idea is that you're at a brothel, and brothels are really a facilitator for sexual fantasies rather than an object of them, aren't they? I mean, isn't playing a game about going to a brothel a bit like playing a game about watching a movie? Well, it should be pointed out that the brothel in *Graduation Night at the Brothel* actually does not feel much like what one would expect of a real brothel (I've never been to one, but I'm pretty sure there aren't any vampires at any of them). The sexual fantasies explored in this game are presented as sex with prostitutes, but also as something that may or may not be more than it seems, and they contain a level of unreality and an idealised style that you couldn't expect from a real trip to a brothel. The game is somewhat limited in the size and complexity of some of the sex scenes (it's not an especially large game all told) but if you've got a little time to burn it's fun. ●

T hese days, every pastime seems to have its own lingo. Get three people together, and they'll have their own catchphrases by the end of the day. Well, this month we'd like to introduce a new feature: a glossary of AIF-related vocabulary words. The newsletter staff has compiled existing terms and made up several new ones. Each month, we'll post new editions to the AIF lexicon.

If a funny or apropos AIF term comes to mind, send it in and share it with the rest of the class!

AIFer (n): A person involved with playing and/or writing AIF games. This is also generally applied to people who are active in the AIF community.

AIF Glossary

Erin (n):
1) The more-or-less official mascot of the AIF community - generally depicted as a naked young woman with shortish hair.
2) An Adult Interactive Fiction Award, (The Erin Awards).
3) The region immediately outside the community's newsletter, Inside Erin.
4) A character in the game *The Gamma Gals* by Chris Cole, from whence the name was derived for the other definitions.
5) A character in the game *The Diary* by Wotan-Anubis.
6) The title character of the comic strip "O Erin! Adventures in Fantasy" by ~3~.

TADSnobbery (n): The quality of a person who is convinced a game cannot be good if it is made in ADRIFT.

Enthusifizzle (n): The quality of a person (or persons) who has (have) great energy for a project in the early stages of game development, but whose game ceases to be heard of after a few weeks or so.

Arousal state (n): The numerical value that is assigned to the level of arousal of a person engaged in the act of sex. Few outside the AIF community are aware that this can be so easily plotted.

Steamy Sex Scene (n): Abbrv. SSS. An interactive sex scene in an AIF game. An SSS requires various possible sexual activities to be performable by the typing of commands such as "lick tits" and "rub cock", and cannot simply be a non-interactive sex scene or one that has no interactivity beyond a single command, such as "fuck girl".

Eroverflow (n) also: Eroverflow Point: The point when the erotic content of an AIF game pushes the player over the edge.

Erobrupt (adj): A piece of sex text is erobrupt when it is shorter than it feels like it should be, due to a lack of inspiration or laziness on the part of the author. "I really wanted a good blowjob in that scene, but the 'girl, suck cock' response was erobrupt."

Vachonesque (adj):
1) The quality of a game that, while badly written, programmed and designed, still seems to get played regularly in preference to better games
2) The quality of an author whose games are vachonesque.

Vexus (n): A flesh or clothing crease forming a 'V' leading from a woman's crotch to her hips.

Famishing point (n): A vexus singularity of daylight that shows through in the gap between a woman's crotch and where her thighs touch just below. Usually bordered to the north by a camel toe.

Heather:
1. (n): an ass of infinite perfection that captures the eyes and won't let go, the Holy Grail of backsides.
2. (v): to Heather - to pass downtime at work leaning over a counter with one's body at a right angle and one's Heather prominently thrust out to (un)knowingly torture male co-workers.

Letdownload (n): the disappointment an AIF player feels when the game they looked forward to playing is crap.

Teasetotaler (n):
1) an IF player who refuses to accept AIF as legitimate fare
2) an IF player who plays AIF games but is too proud to admit it

Beta-testing (v):
1) Testing a game to iron out bugs, issues
2) Testing a game before final release
3) Palming your game off on others to screw with because you're just goddamned sick of the bloody thing!

Beta-naught (n): A beta tester who volunteers and doesn't contribute anything.

Beta-min:
1. (n) an AIF author who refuses to heed the advice of his beta-testers.
2. (v): to refuse beta-tester advice

Beta-max (n): an AIF author who cannot stop beta-testing his game and finally release it.

Beta-nut (n): A beta tester who exhibits excessive enthusiasm for beta testing to the point where they seem to care about the game being tested more than the author does.

Ninny (n): see Beta-nut.

Pornucopia (n): varying game responses for the same sexual action depending on attitude, location, state of undress, length of hair, proximity to the holy land, etc. ●

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.

Submitting your work to *Inside Erin:*

Please direct all comments, articles, reviews, discussion and art to the Editor, A. Ninny, at aifsubmissions@gmail.com.

**AIF
Wants
You!**

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

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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. He was the co-recipient of the Badman Memorial Lifetime Achievement Award in 2006.

Staff

BBBen is an AIF author. His games have received two Erin awards, numerous nominations and first place in A. Bomire's 2004 mini-comp.

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.

Bitterfrost is a longtime IF/AIF player working on his first (and last) game, *How I Got Syphilix.*