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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.

>Restore MILF Scene Restored.

There's no feeling in the world quite like the feeling of having a woman pull down your pants. The sudden release allowing you to spring free is like coming up for air after being underwater for too long. The anticipation of what is sure to follow and the actual sensation of the pants being slid down your legs are incomparable. And having it done for the first time by someone new is exponentially more intense.

Hilary admires your now-naked cock for a moment, then takes it in one hand and feels its girth.

>Return the favor (pull off Hilary's shorts)

"May I?" You ask, glancing down at her shorts.

"Absolutely," is her smiled response.

You quickly unbutton her shorts, then she hoists her ass up a bit so you can reach your fingers into the combined waistbands of her shorts and panties, pulling them off her narrow legs and exposing her sparse bush. Now completely nude and shivering slightly, she straddles your thighs and presses her chest into yours.

>Hilary, rub cock

Hilary holds your erection in one hand, then places her other hand over the first, as if

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I'll keep it fairly brief this month as I've been a little bit out of touch lately. I'll have to get involved again soon, however, as the 2007 Erin Award deadline has passed and we now have the field of candidates for the year. I was rather hoping we'd get a rush of significant releases near the deadline like last October (several of the most prominent games in the 2006 awards were released close to the deadline, including the big winner *Key to Eternity*), but we got only one more game under the wire, predictably by GoblinBoy.



In other news, A. Ninny started up a new live AIF thread and I, unfortunately, had to abandon mine due to time constraints and, admittedly, writer's block. It seems to happen to all AIF authors – we go through our enthusiastic period which lasts for however long, then we eventually run out of inspiration and start to find the whole thing a bit of a burden. I still plan to finish up my game *Pervert Action Crisis*, so I suppose I'm committed at least until that one is finished (considering how far I am in the game I'm not going to abandon it) but it could take me a while... anyway, enough of my navel gazing.

New Games

Ghost by GoblinBoy. Released October 30th 2007 for TADS 3. You are a ghost, haunting an old, gothic mansion. The afterlife is boring, but could just get livelier with the arrival of a young couple. ●

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warming her hands on your cock. Really, though, you feel the warmth going the other direction as her hot little hands hold, squeeze and loosen, gripping without moving.

“Mmm, you have a beautiful cock,” she purrs, admiring your cock with her fingers while she looks straight at you through her gorgeous hazel eyes. She begins moving her hands up and down, alternatingly using her fingertips and the pads of her palms to change up how it feels.

Still holding your cock tightly, she moves closer to you, spreading her thighs widely and pushing her pussy up against the side of your prick. You feel the heat radiating off her body and out of her eyes. Her face is just inches from your own and her quick breath smells like spicy sex.

>Hilary, rub my cock with your pussy

She begins moving her body slowly, sensuously, holding your penis against her pubic bone, rubbing it up and down her naked pussy. She groans and tosses her straight hair forward so it covers part of her face in an alluring, secretive way. She looks and feels so fucking sexy, rocking up and down on your lap.

Her breathing gets hoarser and louder and her eyes close. She pushes your cock harder against her clit and begins moving faster, more wildly. You hold her to you, reaching down to grip and squeeze her ass tightly.

“Oh, God! Ohhh!!” She cries as she comes. Her face contorts beautifully, her lips parting and her nostrils flaring as she is overcome with her orgasm. Her quaking, out of control body nearly falls sideways off your lap and would have had you not been holding her up.

>Admire Hilary

You lean back a little to look at your newly-adulterous partner. In the throes of sex, she is quite amazing. Gone is the restrained, slightly mousy look and it’s replaced by wide-eyed devil-may-care eagerness and searing heat.

“This is the moment,” she suddenly whispers, “when we decide whether this is going to end before it goes too far. We will be living next door forever. Is this who we want to be?”

“No, it isn’t,” you respond, “but that moment has already passed. It passed when I followed you in here.”

She nods thoughtfully, then raises herself up once more and quite calmly brings her swimmingly wet cunt down onto and around your cock, sinking all the way down into your lap, engulfing you all at once.

Hilary disengages your hands from behind her back and guides you to lie flat on your back. She leans forward, lying flat on top of you, positioning her face inches from your own. Your cock feels like it is free, adrift in a warm, pulsing pool of water. Your eyes meet Hilary’s and do not part. You take your fingers and trace her lips with them, and she purses, kissing your fingertips.

She moves her hips, slowly drawing them up and down, and her pussy is so amazingly wet that you need to really concentrate to feel any friction. The build-up of sensation is there, but it is so gradual that you realize you don’t need to worry about coming too soon.

>save

Game saved until next month

* * *

It’s Erins season. The deadline for games to be released and considered for a 2007 Erin award has passed. Instead of the expected big flurry of last-minute releases, there was only one, a small game from GoblinBoy called *Ghost*. *Ghost* is a test game, used by GoblinBoy to help Knight Errant polish his new AIF library for TADS 3. I had anticipated (and beta-tested) a few more games, but their authors evidently decided they were not ready and chose not to release them. This year’s collection of Erin-eligible games is quite small. Many of the normal award categories have too few eligible games and so those awards will be held off this year’s list. Once again, BBBen will be coordinating the Erin awards. Keep an eye on <http://erins.aifcommunity.org> for updates on nominees, voting and awards ceremonies.

It seems that both Chris Cole and Grimm Sharlak are no longer within earshot of the community. If you have information on their status, or if you’re in contact with them, I’d ask you to please have them write to me. Meanwhile, the newsletter has need of motivated individuals to step in and contribute. If you are interested in writing a serial erotic fiction (like Chris’s) or reviewing games (like Grimm), or anything else for that matter, please e-mail me to let me know. Please be aware that if you join the staff you’ll be asked to contribute a cut-scene each month to “Beat the Staff”, but you don’t necessarily have to contribute an article, review or story every single month.

Thanks, and good luck to all the games being considered for Erins. ●

While Carlotta Champagne didn't stir as many imaginations as I hoped she would, we do still have a great crop of entries for this month's cut-scene competition.

This month's voting will be conducted on a poll at the Yahoo! AIFArchive message board. Announcements will be made regarding the poll shortly.

Without further ado, let's see what our contestants have provided this month:

Entry #1: Purple Dragon (Staff)

>talk to Ray

"How's it going today, Ray?" you ask.

"Fantastic! My wife and I just got back from vacation and we had a great time."

"I don't think I've ever met your wife. What's she like?"

"You've never met her? No, I guess you haven't. Well, it's your loss, believe me. She's an incredible woman. She has long brown hair and big brown eyes that are easy to get lost in. She has full lips and a wonderful smile but it especially drives me wild the way they poke out when she pouts.

"She's a gorgeous woman. I honestly don't know how I was lucky enough to end up with her. Her breasts are perfect. Large, but not obscenely so. Firm, but also so smooth and supple that when I grab them and feel her hard nipples pressing into the palms of my hands it's sometimes all I can do to let go again. Of course, if you're an ass man then believe me, she's got that going too. It's smooth and tight with enough jiggle to it to make me forget where I am sometimes as I watch it sway back and forth down the street. And her ass melts into legs that go on for about a mile. Toned and curvy in all the right places, she definitely uses those legs for more than just walking around, believe me."

"Wow," you say, "she sounds beautiful."

"That she is," he goes on. "And she doesn't mind sharing it around. To tell you the truth, she's more than a bit of an exhibitionist. She loves teasing the guys with that body of hers and I don't mind at all, believe me. As long as I'm the only one who gets to touch." He gives you a conspiratorial wink before going on.

"She also loves to have her picture taken. I must have thousands of pictures of her. Normal pictures, around the house, on vacations, stuff like that, but also a lot more interesting ones if you know what I mean?"

He gives you another of those winks and seems to want you to ask the question so you go ahead. "What kind of pictures?"

"Well, tons of pictures of her in bikinis and lingerie but also a lot with her wearing less than that if you know what I mean?"

Smiling, you say, "yes, I think I have a pretty good idea."

"Like, let me ask you something, have you ever played strip poker with your wife?"

"Yes."

"Do you have pictures of it?"

"Pictures?" you ask with a smile. "No, I don't think my wife would appreciate that."

"Mine does. How about strip pool?" he adds with smug smile but this time doesn't wait for a reply. "I've got pictures of that too. We both love playing games. Not just those kinds but also games in the bedroom if you know what I mean?" By now you realize that it's a rhetorical question and wait for him to continue. "I know a lot of couples do that, role-playing and such, but just playing isn't enough for her, she needs to have pictures of it. And I don't mind taking them believe me. I've got pictures of her as a schoolgirl, a ballerina, a gypsy, a harem girl, dozens of others and dozens of pictures of each.

"One of my favorites was when she wanted to play mechanic. Now, you'd think that she would want me to be the mechanic, but no. One day she called me out into the garage and there she was. She was wearing blue jeans with the knee ripped out and a denim shirt with enough buttons undone that I was amazed her tits weren't spilling out all over the place. She was the sexiest damn mechanic I've ever seen, believe me.

"She started talking right away about all the work that she has supposedly done on the car and how much it was going to cost. Of course I told her I didn't have a dime on me and she said, 'that's ok, I'm sure we can work something out.' And boy did we work it out. There were only about two buttons left fastened on her shirt and I got those undone in quick order to get at those big beautiful breasts. She was moaning almost before I touched them and I did her right there on the hood of the car with grease on her hands and those ripped jeans of hers still hanging off one ankle. We put a big dent in the hood but it was worth it, believe me."

By now you're not sure what to believe but the longer he goes on, the less input he seems to need from you and he doesn't really give you a chance to comment even if you wanted to. "Of course, I've got pictures of the whole thing. I've got pictures



of her in so many roles that I've lost count. Pictures of her as a virgin and a whore, a bride and an adulteress, a slave and a dominatrix.

"We did those two on back to back nights and that was quite a weekend, believe me. The first night she was the slave and I tied her down on the bed and teased her until she was begging me to do her. God that was hot but man did she get me back the next night. She walked into the room dressed all in black. She had on leather gloves that went up over her elbows and a one piece suit that was see through on the bottom with a leather bra on top that pushed her tits up and made them look even bigger than they are. I was ready to do her right then and there, believe me, but she had other things in mind. This time it was her turn to do the tying and the teasing. She would rub me or lick me or suck me until I was right on the brink and then stop. It must have gone on like that for about an hour. By the end, I felt like I was going to explode. Actually, in the end I guess I did explode." He chuckles a bit at his own semi-joke. "It was quite a night but I don't know if I could stand to do it again."

This time he hardly pauses for breath before he's on to his next tale, "I remember one time when we were on vacation. We went to one of those ghost towns, you know what I mean? Not one of the touristy ones but just one of those old west towns that had been deserted. Well, there weren't a lot of other people there, but there were a few and when I parked the car, she got out and started taking her clothes off. Just stripped right down there in the street and then she walks over and sits on the sidewalk next to one of those poles that the cowboys used to tie their horses to. I got my camera and started taking pictures. I followed her all around that little town, snapping away and the few other people we saw didn't seem to mind. Well, the guys didn't anyway; a couple of their girlfriends seemed a bit miffed." He laughs aloud at the memory. "Hey, nothing was stopping them from following suit right?"

You try to reply to the question, "Well, I suppose so but --"

"Oh," he interrupts "But my favorite, my absolute favorite was a different vacation. We went to the coast and decided to take some pictures down on the beach. We went down the first evening we arrived. There she was, framed by a sunset so spectacular that you would swear you wouldn't be able to pull your eyes away. But her beauty will simply not be denied and God she was beautiful that night. She wasn't naked, at least not at first, but she was wearing this thin white shirt and once it got wet, it was probably sexier than if she had been. I took pictures for as long as I could but neither of us could take it for long and as sexy as that top was, I ripped it off her and we had sex right there on the beach. Our bodies pounding together while the surf rolled over us. We got sand everywhere, believe me, but that was ok by me.

"When we got back to the hotel room we took a bath together to wash off all the sand. We had one of those huge whirlpool baths that could fit 3 or 4 people. After I washed off I got the camera and took some pictures of her in the bath too. I took as many pictures as I could stand before I had to jump back in with her. We had sex again in the bath, her wet, soapy body sliding against mine and the jets spraying us both as I entered her. After that we got out and went on into the bedroom. I took a lot of pictures of her naked on the bed. On her stomach, looking back over that sweet ass of hers."

"Ray," you say softly but he doesn't seem to hear you.

"On her back with her luscious tits thrust out, her nipples so hard it looked like they were trying to reach out and grab the camera."

"Ray," you say a bit louder.

"I got some great pictures of her playing with them, tweaking her nipples and holding her tits out like she was offering me a gift and I wasn't about to turn it down, believe m--"

"RAY!" you yell, perhaps a little louder than you had intended.

"Huh? What?"

"When was that?" you ask in a normal tone of voice.

"When was what?" he asks back, obviously confused by why you would want to interrupt his story.

"When was that vacation?" you clarify.

"The vacation? I don't know, last year sometime I think."

"You think? You don't remember exactly when all that happened to you?"

He looks more confused now but replies, "August. It was in August."

"Ray, what's your wife's name?"

"Her name? Didn't I tell you? It's Melissa."

"I don't think so Ray."

"What do you mean you don't think so? Don't you think I know my own wife's name?"

As calmly as possible you reply, "I don't think she is your wife."

"What are you talking about? Of course she is. I just told you all that stuff about her and if you don't believe me, I have the pictures to prove it."

Looking down at the pictures on the screen of your laptop you turn it around so he can see it. "You mean these pictures?"

His eyes widen as he looks at the pictures, "Where did you get those?"

"Off the Internet actually."

"The Internet? You mean there are pictures of my wife on the Internet?"

"No Ray, this isn't your wife. This is a model named Carlotta Champagne."

"What are you trying to pull here. Are you trying to say I made the whole thing up? She is my wife, believe me."

"I'd like to Ray. I'd like to believe you but the evidence says otherwise."

"You bastard! How dare you say something like that to me? How dare you!"

You reach out and push a button on the top of your phone, "I think that's enough for today Ray."

The door opens and an orderly walks in, "John, would you take Mr. Yannin back to his room please?"

"Yes doctor." he says, gently but firmly taking Ray by the arm.

Ray seems to have calmed himself and as he stands up he says, "She is my wife doctor. I don't care what you say."

"We'll talk more tomorrow Ray."

As John leads him out of the room you hear him ask, "Have you ever met my wife John?" You don't hear John's reply, or maybe he didn't give one but you hear Ray say, "Well, it's your loss, believe me. She's an incredible woman. She has long brown hair and big brown eyes . . ."

As you close the door you shake your head sadly. So tragic in someone so young. Still, you think to yourself as you look back down at the pictures on the screen, as delusions go, you've seen worse.

Entry #2. StornNinjaBlade (Non-Staff)

>e

Forest Pool

You emerge from the mist-filled forest to discover yourself in an idyllic pool. An outcropping of smooth stones dominate the area, surrounding a pool of crystal clear water from which wisps of mist can be seen to rise and curl toward the grey clouded sky. An ancient gnarled tree overlooks the pool while a clear sheet of water cascades over the highest stone outcropping creating a clear curtain of water, its melodious ambience almost completely swallowed by the mists and trees.

As strange and compelling as the woodland you have spent the better part of an hour hiking through has been, you are beginning to feel the worse for wear, thirsty, not to mention confused. Surrounded by this strange and unfamiliar landscape you begin to think that you may be dreaming, but then you feel your thirst curling in your belly. Climbing upon the smooth stones, you crouch at the edge of the pool intending to drink from the water, get your bearings and decide your next course of action to take to get out of this strange and foreign landscape.

You're about to cup your hands to the water and drink when your eye catches your reflection in the pool's liquid surface and you pause. You look at once oddly familiar and yet strangely different, a mixture of competing signals that are so jumbled it's difficult to isolate a single thing as being one or the other. Your face stares back at you looking strangely haunted, which you consider appropriate considering your current situation: lost in these strange woods without a stitch of clothing, no recollection of how you came to this place, nor how to get home. Considering the circumstance you'll forgive yourself the odd stare. As you examine yourself in the gently rippled reflection an air bubble rises to the surface and bursts, sending out rings of ripples and disrupting the reflective surface of the pool.

As the water ripples and your reflection distorts you find the face looking back at you entirely alien, if not unattractive. Your own green eyes are, through some arcane property of the pool, distorted to a brown so dark as to be indistinguishable from your pupils. Your hair, normally a tussle of black locks, has lengthened into a auburn brown halo. Your lips are, in your reflected image, smiling full feminine lips with dazzling teeth. You lean forward, to better inspect this dream distorted reflection and notice that your chest is now devoid of it's wiry hair and sporting a magnificent pair of creamy skinned breasts and strawberry-scarlet nipples.

You're lost in this strange metamorphosis when suddenly the water breaks and your feminine reflection rises out of the water, liquid spilling from her creamy skin as she propels herself out of the pool to her waist. In your startlement you lean back to resist the vertigo that threatens to plunge you into the depths and you realise that the image you were inspecting was not your own, it was someone looking out from beneath the surface of the water, someone alluring and astonishingly just as naked as you are.

At the apex of her leap, the lurker under the water wraps warm wet fingers around your neck and shoulders using you to continue her momentum and, bringing her lips up to your own, she kisses you.

It's a strange kiss as much for its anonymity as for its passion. Your eyes are opened, as you are too startled to close them but

you can tell that hers are closed as she explores your lips with strange intensity. Her mouth opens and her tongue finds your own and they touch and dance. Your hands grip the stone you are kneeled upon and she continues to kiss you, breaking and resealing her lips to yours until you think that you'll pass out from lack of air. Then as suddenly as she arose from the water, and just as smoothly, she withdraws, slipping back beneath the surface without anything more than a gentle ripple. You rise to your feet, not sure if it is such a wise idea with the whole world spinning around you as you caress your lips, remembering the sensation of her lips upon yours. Then you turn your attention back to the pool, its surface once more mirror smooth. Like some kind of optical illusion you find you have to will yourself to look past the surface, to see what lies beneath.

There she is, reclined and treading water just beneath the surface, smiling at you as you stare down in shock. She waves her arms as gracefully as any swan and she rises just enough to break the surface from the top of her head to the tip of her elegant nose. Just beneath the surface, slightly refracted by the water you see her lips twitch in exuberance.

"Hello," is the limit of the your vocabulary at the moment, but it doesn't seem to bother the woman in the pool as she continues to tread water. Her arms waving gracefully at her side while her legs scissor back and forth, you try valiantly not to stare too fiercely at the junction of her creamy thighs where you can see a shock of auburn hair appear and disappear between each kick.

"Hello." she echoes with a smile that only broadens when you realise that she caught the direction of your stare.

You're caught entirely off guard by the woman, and the situation you're in, and you feel it best to just close your eyes, take a deep breath and try to tell your side of the story. "I'm sorry," you begin directing your comments to the sky as much as the woman before you, "I didn't mean to disrupt your swim or anything its just, well... I find myself lost in this place... where ever this is, and I can't find my clothes, and well... I've been wandering around naked for a while now and..." you suddenly stop, open your eyes and look down. You're still completely naked, and worse, you are now sporting a fiercely proud erection that appears to be attempting to penetrate the cloudy sky above. You look from yourself to the woman in the water and notice her eyes locked upon your member and that look on her face, half-winsome/half-lascivious smile as she chews gently on her lower lip. "Oh Jesus!" you exclaim trying rather unsuccessfully to cover yourself from view with both hands. "Oh god," you curse, "look I'm not a pervert." you desperately try to convince her while simultaneously trying to will your erection down to more manageable proportions. "Seriously, I'm not! This is all just a terribly bad dream and any moment I'll wake up in my bed and this will all be forgotten." While trying to beat yourself down, you steal a glance at the woman and notice her gliding closer, her eyes still fixed on you. Her interest causes you to twitch and now it would take a chair and a bull whip to get this thing down.

"I think you're wrong, you know." Her voice is dreamily hypnotic and you steal another glance at her as she swims closer, her round buttocks breaking the surface as her legs propel her forward in a classic frog kick that makes you wish you could watch her from behind. The idle desire causes you to twitch again, which in turn causes you to wince in embarrassment. "As dreams go," she continues "I have to say it seems to be going fairly well." You're too embarrassed to look at her as she reaches the edge of the stone upon which you stand, your back turned to her to provide some decorum to this ludicrous situation. "I mean there are two kinds of dreams where you're naked, aren't there?" her voice drops a little and you have to strain and turn your head to hear her continue. "Who's to say this isn't one of the good kind?"

You catch a glimpse of her out of the corner of your eye, her auburn hair plastered against her skull, flowing with the water down her neck and back. Her dark eyes are framed by her darker lashes as she gazes at your buttocks, tightly clenched by the stress you are under. She rises further out of the water, with a fluid kick that raises her breasts onto the stone, arms folded and her hands cupping them protectively. Her white skin blanches pink and you can see steam rising off her skin; the water must be rising from a hot spring you realise. "Do understand what I'm saying?"

"Its not a nightmare I'm having," you turn toward her and as you do you catch the tiny movement of her left hand tugging and rolling her right nipple between her fingers as she looks you in the eye and gives you the wickedest, most mischievous grin you have ever seen. "It's an erotic dream?"

"Maybe," she allows, ducking down before you have completely turned around, and hiding her breasts beneath the edge once more; now only the top half of her head and her fingers are visible, forcing you to read the smile only in the shape of her cheeks and her mocking eyes.

"But answer me this: here I am naked and lost in the woods when I come across this idyllic pool, and just when I'm beginning to think that this is a little boring, out from the woods comes a tall, handsome man as naked as me..." she points one of her fingers directly at your upright cock. "A tall, handsome man just as..." she pauses as her left hand disappears and returns a moment later if anything looking wetter then before "just as stimulated as I am?"

She leaves you to contemplate that thought, pushing up and away from the pool's edge and arches her back in the air, first her full breasts, large and capped by strawberry areolas, then the curves of her ivory abdomen, the concavity of her navel, the

wide swell of her hips, the softness of her thighs, the graceful shape of her calves and finally her delicately formed feet, all momentarily glide past your eyes as she dives backwards into the air and then submerges. Beneath the crystal water you watch as she glides along the bottom, performing an inverted breaststroke, even through the refraction her mocking gaze locked with your own. At the other side of the pool she emerges, just her head and neck, the rest of her body treading water beneath the surface.

"Maybe one of us is dreaming," she says beckoning you into the water with a hooked finger and a carnal promises in her eyes. "But, who's to say its you?"

And that's where you find yourself naked on the edge of the forest pool, watching the alluring woman beckoning you into the hot spring.

Entry #3. A. Bomire (Staff)

>photograph Carlotta

"Whenever you're ready," you say.

You look through the lens at Carlotta Champagne, a sexy brunette model you just started working with today. She nods at you, and smiles. Her smile is warm and inviting, extending even into her eyes, the mark of a true professional model. You're tired of working with some of these models who smile with just their mouth, their eyes betraying the boredom they are actually feeling.

She tosses her shoulder length hair, turning her body $\frac{3}{4}$ to the camera. You snap a few pictures as she poses, admiring the bounce of her full breasts in her pink and white checked camisole as she moves. You feel yourself begin to harden in your pants, something that you rarely do. You blink, and try to concentrate on taking pictures. Carlotta turns again, sliding her hands up her smooth legs and over her thighs as she leans forward, pursing her lips and giving the camera deep soulful look from her warm, brown eyes.

"That's great," you say, snapping a few more pictures. "Let's try some with the fan." You reach over, flipping on a fan to blow her hair around.

She grins, reaching up and fluffing her locks, letting them flow through her fingers as she playfully kicks her feet. You smile as well, crouching to your knee to get some low angle shots. She gives you a naughty look, then turns so that her great ass is facing the camera. She cocks her hip towards you, then away, her hand toying with the waistband of her pink panties.

"Should I pull them down?" she asks you, coyly tugging on her panties.

"Whatever you're comfortable with," you say, continuing to snap pictures.

She smiles again, then shows a sexy look as she tugs down on her panties, showing more hip and ass. You move in a little closer, and she bends over, giving you a great look at her ass. Damn! She's got a great ass! You feel yourself getting even harder watching this sexy woman. You stay in a crouched position, hoping she won't notice.

Carlotta stands back up, turning to face you and folding her arms across her chest, emphasizing her full breasts. She poses this way for a few more shots, then gives you a puzzled look. A model like her knows you aren't getting the best shots from where you are. You grin sheepishly, then stand. You see her eyes drift down to the obvious bulge in your pants, and widen slightly. But, she just keeps posing. She hooks a finger in the front of her camisole, pulling it down and out as she leans forward, wetting her lips. You get a great shot of her with the tip of her tongue just touching her lips as the camera peers down the front of her camisole, the creamy tops of her breasts easily on display.

"How about something more daring?" she asks.

"If you want," you say, swallowing.

She lifts up the camisole, until her palms cover her naked breasts. You continue shooting as she looks into the camera once more. She slides one hand upward, letting her forearm cover her breast as she chews on a fingernail.

"Fantastic," you say quietly, taking more shots of her.

She grins, and you see her eyes flick down to the front of your pants for a moment. Then she pulls the camisole up over her head, holding it above her head so you can take a couple of shots of her in the act of pulling it off. You shoot her, then quickly

zoom in to get a couple of shots of her round, full breasts, her nipples hardening even under the heat from the lights. She tosses the camisole to the side, then runs her hands over her breasts, sliding them down her front to hook her fingers in the top of her panties. You snap away as she pulls her panties out, showing the tuft of hair above her slit.

“Careful,” she says, a giggle in her voice.

You realize you are about to bump the camera into her as you try to get a look down her panties. You pull back. “Sorry,” you mumble, turning red.

“If you wanted to see more, you should have just asked!” she says. She turns her back to you, giving you a smoldering look over her shoulder as she hooks her fingers in the waistband of her panties. She pulls them down, bending at the waist and keeping her legs straight. You hold your breath as you gaze at her fantastic ass. You snap some great pictures, especially one of her panties caught slightly in her slightly damp slit before she pulls them loose and then lowers them down her legs. She stays bent over, her hands resting on her knees as she spreads her legs slightly, arching her back to really show off her ass.

“Wow!” you whisper, as you take some more shots.

“I’m glad you like it!” she says.

“Oh..uh, yeah,” you reply, unaware that she heard you.

She smiles at you, reaching back to cup her ass cheeks and pull them slightly apart. You get a great shot of her pussy from behind. You lower the camera to look at her, and see her gazing steadily at the throbbing hard-on you have pushing out the front of your pants. She stands up, turning to face you. She cups her full breasts, her stiff nipples peeking out from between her fingers. She smiles sexily, bouncing her breasts in her hands, then starts slowly sliding her hands over her sexy, tanned body.

You continue to snap pictures as Carlotta moves about the room, posing in different locations. She sits on a chair, facing you with her legs together and her hands on her knees. Biting her lip as she gazes into the camera, she spreads her legs wide, giving you great shot of her pussy. She slides her hands up her thighs until they just rest on her damp lips, then with a soft sigh she strokes herself.

“Mmm,” she murmurs, her fingers slowly moving over her soft pussy lips. “I can’t remember the last time I got this turned on doing a shoot.” She looks at you, then down at your pants. “Just knowing that your cock is so hard from watching me,” she shivers slightly, then pushes a finger inside of herself. “Ohhhhh...”

She stands up, and walks slowly towards you. She puts a hand on the camera, lowering it, then steps up very close. She reaches down, and cups your cock through your pants. “Let me see it!” she whispers huskily.

You gulp, then reach for the zipper on your pants. This is certainly turning out to be one of the best photo shoots you’ve ever done!

Entry #4. A. Ninny (Staff)

>turn off the light

You reach out and hit the switch, extinguishing the lights. The hotel room is instantly plunged into total darkness and the lingering afterimages float across your retina, disorienting you. You stand still a minute, waiting for the dancing blobs to clear and trying to figure out which way to the bed in this unfamiliar room.

“Hey, where are you?” comes a call from the bed. You turn toward the inviting voice of Carlotta Champagne, the stunning model you met earlier in the day at Glamourcon. You visited the show to find models for an upcoming TV ad campaign but actually spent most of the afternoon just chatting with the outgoing Carly, watching her interact with fans and photographers, handing out her tear sheets and other goodies. After several hours on the convention floor, you accompanied her to the hotel bar for a few more hours of chatting and drinking with Carly and her cute model friends. Finally, she invited you up here for more visiting and see-what-else.

You put out your hands and walk slowly in the direction of Carlotta’s voice and feel your way up onto the bed. You slide under the covers and bundle yourself up next to her warmth. Snuggling your nose up to her neck, you feel her hair course over your face. While you were fumbling around in the bathroom, you find, she has taken off all her clothes and is welcoming you totally in the nude.

“There you are,” she sighs, turning to face you and running her fingers up your back. You don’t bother to respond except to

wrap your arms around her and pull her close to you, your fingertips resting in the small dimple of her back just above the sweet round sweep of her ass.

You have seen hundreds of Carlotta's nude photographs and you've spent the past few hours looking at her and her body, but being in bed with her, feeling her, is something else entirely. You try to remember how her hips look, and in the dark your mind fills in the details like a slowly revealed map as your fingertips explore her soft, warm curves.

The two of you lie on your sides, your fingertips doing the work of learning one another. You choose to concentrate on her hips, which you think are probably your favorite part of her. On her side, her upturned hip seemingly extends miles above the valley of her waist. Your fingers slowly ski their way down that endless slope, making lazy zigzag swooshes, front to back, finding neither creases nor blemishes in her perfectly smooth, young skin to impede your path, and when you reach the nadir of her waist your fingers regain altitude up her side.

She sighs softly, her warm, alcohol-tinged breath grazing your face, and wriggles her body closer to yours, pressing her chest to your own. Her fingertips rest lightly on your face, caressing your cheek; your 5 o'clock shadow resists her motion and makes a brushing sound only you can hear. This looks as if it's going to be quite a night. ●

Since surprisingly few of you were interested in writing a cut-scene featuring a stunning brunette, I figured I'd better go back to basics and open things up a bit. Therefore, this month's theme will be "**strip**". Your task is to write a cut-scene in which someone gets undressed. It can be a PC undressing an NPC, or vice versa, or a PC or NPC stripping themselves. Easy, huh?

Here's the short: You submit a single AIF cut-scene of any length you want, it conforms to the assigned theme. All 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.
- 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 November 29, 2007.
- All received submissions will be published in the December edition of "Inside Erin".
- Following publication, a voting mechanism will be set up. Everyone will be invited to vote. Voting duration will depend on the number of entries received. 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: "**strip**" Your cut-scene should feature someone (or someones) getting undressed..
- 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. Your entry should give an idea for the game's back story and also feel like it is part of something that moves forward – your reader should really want to type in the next command. Since the theme is 'stripping', we should really feel the need to be naked or to see that other character naked.

Good Luck! ●

Beat the Staff AIF Writing Contest #5



Here I am with another installment of how to write a one night stand. Let's start out with a little progress check. At this point you should have your basic game environment ready to go with room and object descriptions. Your NPC should also be fleshing out nicely now that you can fully examine her and even talk to her about at least a few topics. You should have at least a general idea of how the game will go leading up to the sex, and how about that sex? Did you have fun writing it? If you didn't have at least a little fun with it then you should probably just stop now. Have I mentioned that you aren't getting paid for writing this thing (I hope that doesn't come as a shock to anyone) so if you aren't enjoying yourself then there is really no reason to continue.



How to Write a One-Night Stand: A Tutorial

Part 3

By Purple Dragon

Environment, character, descriptions, conversation, and sex. Congratulations, it looks like you have a game there. And I mean that literally. You could take what you have now, plug it into the program, and with a few little tweaks you would have a working, running game. Perhaps a little sparse, but it would work. This month I want to revisit some of the sections we've already covered with a few more notes that you might want to keep in mind to help push the game above that "a little sparse" area and, as promised, we'll take a closer look at clothing systems. Ready? Then let's get to it.

Plot Points

Let's start out by talking a bit about our plot. Plot might be a bit of a strong term here considering the scope of the game but by now you should have been thinking about the basic premise of your game. What exactly is happening and what does the player need to do to get to the sex? If you haven't been thinking about it then it is time to start.

I've already mentioned that there are many ways to write a game. There are no right or wrong ways, just the way that works for you. Some people like to have the whole thing planned out before they start writing anything but that doesn't work for me. I've tried it and it just doesn't. I usually get what I think is a good idea (sometimes for a whole game and sometimes for just a scene) and start writing. It probably seems like we're jumping around quite a bit in this tutorial and if there are any of those 'plan it all out' authors looking in on this I'm sure it's almost painful for them to read it.

The thing is, this is how I write games. I jump around a lot, I work on whatever interests me that day, some days I just write text and some days I just work on the programming. It won't work for everyone, I know that, but it works for me. As I'm writing one thing, I get an idea for something else and make a quick note about it for later. There have been times when I've tried to come up with a missing piece for days by thinking about it only to have it come to me when I'm writing something completely unrelated.

What I'm trying to say is don't get too caught up in trying to plan things out from A to Z if it doesn't seem to be working. If you're having trouble getting the flow of the game down just start at the beginning and start writing. Don't think that anything you write down or type into the computer is written in stone. There have been times when I've been 3 or 4 paragraphs into something when I get a good idea and find that I have to delete most of what I just wrote to make it work. So if you haven't done so already, write your introduction this month. Despite the fact that this is the first thing the player sees, I don't think it has ever once been the first thing I wrote so don't worry if you haven't done it yet. But we're getting to the point now where you are going to have to have some kind of continuity going through the game so write that first block of text and see where it takes you.

Environmental Issues

So you have your room descriptions and a few basic objects. Are you done? No, I'm afraid not. I'm sure that you have already thought of a few extra items that need to be added based on what you have written. Go ahead and add them if you haven't and write the descriptions. Even once you are relatively sure that you have all the objects listed and described you are still not done. Chances are that players are going to try more than just looking at the objects. Ok, skip that "chances are" stuff – they will! They will try looking under things, looking behind them, moving them, taking them, standing/sitting/lying on them, opening, closing, turning, eating, drinking, reading, pushing, pulling, throwing, breaking, and since this is AIF, possibly even fucking them (hey, it takes all kinds). Are your objects set up to handle all these things? No, of course they aren't. I can't think of a single object in which every one of the actions listed above would be logical but I also can't think of an object where none of them would be. Well, maybe if you made something like the sun an object you would want the player to be able to examine it and nothing else but let's just say it's rare.

So does that mean that you have to write a whole bunch more descriptions for all those things? Luckily, it doesn't. Some of them will be handled automatically when we get to the programming. If we make a bed, the player will already be able to lie

down on it. If we make a dresser, it will allow him to open and close it, and so on. Some commands just don't make any sense to try and in my opinion, if it's not at least somewhat logical then the author has no responsibility to allow for it. For example, if you have a television set then the player might very well try to switch it on. That's logical and even if you don't want the TV on, you should explain why. On the other hand, if there is a book, it makes no sense to 'turn on book' so don't worry about that one. Of course if it's a book then you should be able to read it.

All this is not going to be quite as much work as it might sound like. Again, a lot of things will be handled by the way we set them up when we program them. I mentioned last month that default responses are not always the best way to go but when you are talking about 'turn on book' they usually work fine. For right now, what you need to be thinking about are the actions that you *can* do with your objects and especially anything that is going to be out of the ordinary. Don't worry about how you're going to do it right now, just figure out what you want to happen and write it down.

More About Sex

Last month you should have gotten some basic sexual commands down. Now that you've gotten your feet wet (or whatever wet, I don't want to know about it) it's time to think about a few other things. Are you going to have any extra actions? Are you going to allow sex in more than one room, and if so how different is that going to make the responses? Are they going to be pretty much the same or completely different? Are you going to try to add different positions? Are you going to have any sex toys? There are a lot of things to think about here and I imagine that you've played enough of these games to know the options (although don't ever be afraid to try something new either). What I really want to talk about however is more of an overriding issue in the scene as a whole. The question? Cut-scenes or arousal system?

You already know what I'm talking about here even if you don't recognize the terms, but let me try to explain what I mean a bit more. Take for example the 'fuck girl' command. In a cut-scene approach this would print out a block of text describing the whole process of the PC fucking the girl all the way through the point where one or both of them have an orgasm. An arousal system on the other hand keeps track of how aroused the character is. She must be at a certain level before you can fuck her at all. Once at that level, she must reach a higher level before she has an orgasm. As for the PC, his arousal must be so high for his penis to be erect and again, higher for his orgasm.

I'm just going to come right out and say that I have never particularly cared for arousal systems. This is not to say that I haven't enjoyed several games that have used them but I have found that in some cases my enjoyment was in spite of, not because of, the arousal system. By keeping track of the characters' arousal and only letting certain things happen at certain levels the system strives to be more realistic and true to real sex. More often than not, it just doesn't work out that way. Why? Because this is a game, not real sex. In real sex it make perfect sense that you would want to engage in a little foreplay before getting on to the main event and this also makes sense in a game so what's the problem?

Here is the problem as I see it. In real sex, there is touching, kissing and licking all leading up to some (hopefully) great sex and a blissful orgasm. Then what? Some snuggling, some pillow talk, and some sleep. In a games there is touching, kissing, and licking leading up to sex. Then what? More touching, kissing, and licking leading up to more sex, leading to touching, kissing, and licking . . . and so on. In real life most guys do not have more than two or three orgasms (at most) in a night. Let's have a show of hands guys. Who has had more than 15 in a single session? More than 10? I didn't think so, but in a game that is usually what happens. If you played the game how you really had sex it would be beautiful but we don't. When I'm playing a game I want to see everything that's there. After all, the author went to the trouble of writing all those responses so the least I can do is put in the effort to read them all.

There at least 7 basic sexual actions that I can think of off the top of my head (a lot more if we're adding different commands, positions, toys, or whatever) that lead to an orgasm by one or both of the participants. To see all of these usually means that you are becoming very friendly with that 'again' command and are seeing repeated text over and over again before getting to the new stuff. There have been better and worse examples of this in games but they all have at least some of it.

So that's what I don't like about arousal systems. Does that mean that cut-scenes are flawless and always the way to go? Yes! Well, no, not really, just making sure you were still awake. The cut-scene approach has its share of problems as well. While it can give the author more control over what is happening and when, this has the effect of taking some of that control away from the player. Also, if there is no arousal system at all in place, in other words, if the player can actually do the various commands in any order they want then it is hard to get a gradual progression through the scene. What I mean is that if the player is limited at first to foreplay commands (rubbing and licking various body parts) before being able to consummate the relationship it helps to make sure that the scene reaches its climax at the same time as the participants. If, on the other hand, the player can fuck the girl before anything else then (unless a lot of care is taken) the other commands are liable to seem out of place and tame by comparison.

After mentioning all the drawbacks of this approach (where every command is available from the beginning of the scene), let me say that I have used it myself in a couple of games. Here was my reasoning for not putting any restrictions on it. As

already mentioned, in real sex there is usually some foreplay involved before getting to the main course, but this is not always the case. There are times when you can skip it and get right to the fucking. However, this is not likely to make for a very fulfilling experience for either person. Likewise in a game, even if you can fuck the girl before anything else, this does not mean that it is the best way to go about things. I wanted to give the player the freedom to do actions in any order but if they choose to ignore common sense (or at least my view of it) and as a result don't get as much enjoyment out of the game as they could have, then they deserve what they get. Or, if you don't like that answer we can go with my short one for why I did it this way. I was lazy.

At any rate, as is so often the case, the best answer to this question probably lies somewhere between the two extremes. A sort of limited arousal system that might make is so that a certain amount of foreplay is necessary to get to the initial sex but after that, everything is open. I did something like this in another of my games. I was writing this one in ADRIFT and I created a value for the girl's arousal. Then I made every 'foreplay' task (rub/lick/kiss whatever body part) increase the value by 1. The player could not fuck the girl until the value was at, I believe I put it, 4. So it made the player wait for the first sex command, but let them choose the preliminary commands in whatever order they wished. Since this value was always more than 4 once it hit that number, any command was forever after open to the player. This was a very simple way of doing it and it could have been taken a lot further than I took it. For instance, having a different response to "rub tits" depending on whether or not the girl has been fucked, or whatever. But you can say one thing about this approach. Of all the different ways out there to handle this situation, this is definitely one of them.

Another way of handling it might be to use a full arousal system with a couple of adjustments. The way arousal systems usually work is that numbers values are tracked for the PC and all other characters. These increase during sex until the character reaches climax at which time the value is usually reduced back to a lower number and must then be built up again. You could simply change this so that the values are not reset after climax. Then you would have the full buildup to the first orgasm but it would eliminate most or all of the repeating text and let the player do whatever they wished from that point on.

Of course, that approach isn't perfect either but that's really the point – none of them are. I don't even know exactly which type I prefer playing most. Honestly, it has a lot more to do with the content and quality of the writing than it does with which system is used. Let me put it this way, if A. Bomire were to write a game using my least favorite system, I would still enjoy it ultimately more than Vachon coming back and writing one using my favorite. Even if you figure out what you think is the best system, there are going to be a lot of people out there that disagree with you (as well as those who agree with you). So the answer to the question of which system to use really comes down to personal preference. Which one fits your writing style and the content of the game best?

So what all this really means is that I have just spent the last – oh crap, 1500 words (did I really write that much?) telling you that I have no idea which system you should use. Hopefully the discussion of some of the questions involved will get you thinking in the right direction to find a system that works for you. If not, tell me it did anyway so you don't hurt my feelings, ok?

Dresses and Panties and Bras, Oh My!

There are several different ways to handle clothing in your game. There are numerous ways that you could classify them but here I am going to break them down into two broad categories: Those that have actual clothing items and those that don't. There are certainly other ways that you could organize the systems and the following is hardly a comprehensive list but it should give you a good overview.

No Clothes Clothing System

Probably the easiest way to handle clothing is just not to have it. No, I don't mean that everyone is just running around naked (although that would be kind of cool huh?). What I mean is that it is generally accepted that the characters are wearing clothes and in fact, descriptions of the characters might include mention of clothing, but there are no actual clothing items programmed. When the player goes to, shall we say engage in sexual intercourse, it is assumed that the parties involved got out of their clothes to do the deed and then promptly put them back on before walking out onto the street.

Sometimes when this system is used you will see mention of the clothing being taken off during responses to the various sexual commands. While this might appear to be a good idea at first, if we take a closer look at it I think you will see that it has some major problems. Let's take the woman's breasts. No, that's not what I meant, I mean let's take a look at the woman's breasts. No, that's not it, what I'm trying to say is let's examine the sexual commands relating to the woman's breasts as an example. Yeah, that'll work.

Now, it might seem completely logical to you to suck her breasts before fucking them. So your write a neat little description of ripping open her shirt and pulling up her bra in your frenzied haste to get at her lovely globes (Hot stuff there. Good job). Then you go on to write the description of fucking said lovely globes and since her clothes are now pleasantly out of the way

you make no mention of the hateful items. You compile the game, play through it and it works perfectly.

Ah, but now what happens when some degenerate anarchist out there insists of messing with the natural order of things. First he fucks her tits, getting no mention of clothing but that's ok since she must have removed them (see above). The problem comes when he then goes to suck her tits and is treated to your frenzied ripping and tearing and starts talking to himself, "Wait a minute, did she have her clothes on this whole time? Did I just fuck her tits through her shirt and bra?"

I've already beaten this into the ground and you get the point. About the only way that this would work is if you limited the player's options so that he couldn't do the second command before doing the first. If it were only these two commands then that wouldn't be terrible but you would have to put similar restrictions on nearly every other sexual command and forcing the player to go through a sex scene in one predetermined order is a very, very bad idea.

Another way to handle this type of situation is to write a description of the character stripping at the beginning of the scene. This is a better idea because it acknowledges the fact that she was wearing clothes but you don't have to worry about them once the scene has started. You could even make it into a description of a striptease that she performs for the PC, which could add a sexy little prelude to the actual sex. Just don't use this approach every time or it could get pretty boring.

Yet another way to handle it is to let the characters dress and undress on command. There are still no actual clothing items here but you would use some kind of flag to track whether the character is dressed or not and some of the descriptions and actions would change accordingly. This is an all or nothing situation. The character is either completely dressed, or naked. So while this does involve a bit more work than the systems above, it's still simple enough to keep it manageable. This is the system that I was going to suggest (and in fact, still am suggesting) you use for your first game. However, because of some interest I've received via e-mail I will go into some other systems below.

PROS

Easy to implement and write. You also have fewer descriptions to write since you don't have to worry about touching/rubbing/licking/sucking various body parts in various stages of dress.

CONS

It gives the player less control over the scene. It could also be seen as less realistic. Of course, some may argue that just the opposite is true, that it is actually more realistic. After all, most of time when you are having sex clothes are not the goal, they are an obstacle to get out of the way as fast as possible to get her naked on the bed (or couch, or kitchen table, or . . . well you get the idea). You don't usually think, "Ok, now I'm removing her blouse, now I'm removing her bra." On the other hand, sometimes you do, sometimes undressing each other is part of the sex so maybe both camps have a point here.

She Is Currently Wearing . . .

In the second type of system there are actual clothing items that can be worn, removed, examined, etc. This can be taken to different extremes but at its most basic each character, including the PC, would have one or two pieces of clothing. Here your girl would be wearing, for instance, jeans and a t-shirt. There wouldn't be any underwear implemented but that's ok since in real life women seldom wear bras or panties anyway (or has porn lied to me again?). This type of clothing is actually pretty simple to program. Just about any program you are using will have a way to make an object wearable and from there the game engine itself will handle letting you put things on and take them off. However, as we get more complicated this is not the case.

Which brings us to layered clothing, the ultimate simulated clothing experience. As the name suggests, (and as you probably already know) this system deals with having multiple layers of clothing. Here your girl could still be wearing that t-shirt, but now she can have a bra on underneath (whatever) and a sweater over the top of it all.

Layered clothing systems are a lot of work from both a programming and a writing point of view. On the programming side you have to make sure that, in the above example, she can't remove the shirt while wearing the sweater, and can't remove the bra while wearing either the shirt or the sweater. Have you thought about the possibility that she might want to put her clothes back on? Yeah, I know, where does she get off? But if she does then you have to make sure that everything goes back on in the right order. If she puts on the shirt without first wearing the bra that's fine, but she should not then be able to put the bra on over the shirt. While this is technically possible to do, it's just a bit silly don't you think?

Sound complicated? Actually, it is extremely simple, in real life that is. In real life I've been dressing myself for months now and have never once got the order wrong. Well, there was that one time back in college when I wore the underpants around on my head but I'd rather not talk about that thank you. On the other hand, from a programming point of view you're right, it is complicated. Luckily, there are extensions, written by smarter people than I, that will handle nearly all of these things. As long as you set the clothing up correctly then the extension will help the game system in handling all the layers and getting everything in the right order.

So, if all the programming (or at least most of it) has already been done for you then are we finished? That really depends on you. If all you want is a general description of the girl with a tag at the end saying, "She is wearing jeans and a t-shirt" then yeah, you're done, but I guess I just don't see the point of going through the whole layered clothing thing to begin with if that's all you want. In my opinion, the fun here is being able to examine and touch the girl and all her various bits and pieces in the varying states of dress. If this is what you want then you have a lot of work left ahead of you. Remember that description you wrote for rubbing her breasts? Now you need three more (for when she is wearing the bra, the t-shirt, and the sweater). The same thing goes for the descriptions of her and her individual body parts.

But wait, there's more. In addition to all the different layers of clothing you can add yet another level of realism and allow the player to lift, lower, unbutton, unzip, open, and close various clothing items. Again, the extension will handle a lot of this for you but it is yet another thing that you have to keep in mind as you are writing your descriptions. There are shortcuts that you can use for some of it but the bottom line is that the thing that makes this system so cool, also makes it a lot of work.

PROS
This system (especially the layered system) gives the player a lot of control and also adds the potential for some real hot descriptions and scenes.

CONS
The layered clothing system is either a lot of work or a whole hell of a lot of work to implement well. Even when an extension is used to shoulder a lot of the weight of the actual programming there still remains a lot left for the author to do. Also, if it's poorly done then it can actually be more annoying from a player's point of view than not having it at all.

Conclusion

I've dumped a lot of information on you here. This month is where the illusion that these games are easy to write falls apart. If you have been following along for the last three months then I'm guessing that here will be the point where I lose a few of you. You thought you were done with rooms and objects but now I've said you're not. You thought you were done with sex but now I've said there is more to do. By now you have a lot of basics down and that will help a lot as you continue through but unless you want the absolute minimum in quantity and quality, you're not finished yet. There is a lot of work left to do, a lot of text to write, a lot of details to see to. If these games really were easy, you wouldn't need to read this tutorial because you would probably already have written a game and we would have a lot more games to play. All I can say is stick with it and if you feel yourself slipping, get some help. Either contact me or find someone else that you can use to bounce ideas off of and get feedback. Don't quit at the first sign of it turning difficult, it just makes it all the sweeter when you finish.

For the most part, this concludes the general discussion part of the tutorial. In the next (probably two) months we will be talking about programming the game using Inform 7. Wait! Come back, it's ok. I realize that I have not always kept this tutorial quite as 'simple' as I was planning but I honestly believe that anyone who wants to can use I7 to write a game. The fact that the remainder of the tutorial deals with programming does not necessarily mean that there will be no benefit to reading those installments if you are not planning to use that system, but that will be the primary focus. Good luck in whatever you decide and as always, work hard, have fun, and think dirty thoughts.

How to contact me

If there is any way I can help you with the game, you just have to ask. If you have questions, comments, feedback on this article (or anything else I've written for that matter) feel free to drop me a line at purpledragon.aif AT gmail DOT com. ●

Editor's note: This is the first part of a two-part article on fetishes in AIF. The second part will run in the December edition. Artwork in the story is by the author. Some Internet links in this story point to pages that will only render properly with Japanese versions of your browser.



The aim of this article is to point out additional sources of inspiration for AIF authors. As such, it is of a suggestive nature. In addition, while this article deals with fetishes/sexual variants, you do not need to enjoy them in order to make use of them. Therefore, I beg you to at least read through the article once before disregarding its content.

In the following paragraphs, I will try to point out how you can use the fetishes you can find with just a little bit of research on the Internet in order to get new ideas both for the sexual content as well as the non-sexual content of your AIF games. Besides giving general ideas, I will also illustrate my points using various examples from fetish communities I know. Please understand that these are just a few examples of virtually limitless worlds, and even concerning these, there are many aspects I could not mention in so brief an article, and even many more I probably don't know about myself. So please consider this article more of a starting point.

Please also note that the term "fetish" is used rather loosely and not within its psychological definition. I don't think the reader would benefit from in-depth discussions about the various psychological terms and we are here to look at how to write AIF and not patient sheets.

Fetishes Involving Sexual Content

I have divided the field into two large categories, one of which being the fetishes included in the sexual content. Basically, these are the fetishes that usually coincide with or flavor "vanilla" sexual intercourse. While they may have aspects that could without recognizable sex, they are likely to include it.

The question of whether you want to use something like this is probably quite tricky. After all, the sexual content seems to be considered quite important by most members of the AIF community and by adding the fetish content you are indeed making the risky move of possibly leaving the realm of safe vanilla sex. Indeed, it can be different to say whether this is still vanilla sex just with some topping or whether it has already become something different. That question may be answered differently by different persons, so you may end up repelling some of your normal audience. In addition, there is also the possibility that you may no longer be turned on by the new variant.

If the latter is the case, my advice would be - look for some other fetish. I don't think you should force yourself to write something you yourself do not enjoy. The Internet is big and there are lots of interesting things to discover out there, so there is always an alternative.

The application of these fetishes is rather straightforward: have one or more SSS follow the design of the given fetish. As I pointed out, these types of fetishes usually coincide and layer with "vanilla" sex, so the fetish community should prove an ample source for sample scenarios and designs.

To further illustrate my point, two cases I know about:

Battle Fuck/Sex Battle

Personally, I only know about a Japanese Battle Fuck community, but that does not mean that it is limited to that locale. I have to admit that I did not find it appealing enough to investigate any further. However, when looking at the reviews of some of the AIF titles, I could imagine that some authors could very well enjoy the concept.

In a nutshell, Battle Fuck is about sexual combat, that is, causing arousal to your opponent until he or she orgasms, at which point he or she loses the fight. The interaction is clearly sexual, and very often vanilla with kissing private parts, having normal intercourse and so on. The difference is that everyone involved tries to keep a clear head and not to ejaculate or orgasm. Very often, losing a fight in Battle Fuck can lead to death, to becoming a (sex) slave for the rest of your life, or to having your soul trapped by a succubus.

The Battle Fuck community is especially noteworthy since it has produced games and pseudo-games. And when looking at these games, you can see why I think that it fits very well with some approaches taken by AIF. The games in question are usually RPGs or digital novels/interactives where battle is resolved via a system of choosing your weapon and choosing

where and how to attack. The games usually provide for different results with different characters, in that some characters may gain a lot of arousal by manipulation of their breasts, while others are hardly impressed by that, but melt away the moment you softly blow into their ears.

For a small example of these concepts, in the style of a simple choose your own adventure setup, I would recommend the story "Nightmare" featured on the site of the same name at <http://karen.saiin.net/~nmtom/> (Note, this is Japanese). "Nightmare" is still being written, but already has several finished chapters. The combat options are rather limited as it is an HTML-based CYOA, but I think it illustrates the basic concept.

Turning to AIF, I think it is obvious that Battle Fuck combat fits in very well with SSS and seriously benefits from the detailed actions available to the player. However, it would require you to abandon the ideal of being the man who can have multiple erections within minutes and instead focus on being able to cause your partners to orgasm without going over the top yourself. In addition, Battle Fuck has the clear caveat that sexual intercourse is defined as combat and that there is a general tone of hostility connected to it. Of course, you could introduce romance as a special twist, but it may be a bit of a problem.

As a side note, there is a somewhat related approach in some games that is also noteworthy, namely loss of virginity. The classic approach to that which I have seen is to have a really classic fantasy RPG setup with an over demon returning to the world and the main character being the male descendant of the great hero who defeated the bad guy before. The sexual twist is that the main character will only be able to wield the necessary might if he remains pure, that is, a virgin. Knowing that the full-powered main character is the only real threat to his reign of terror, the over demon then sends out female minions (demons or brain-washed humans) in order to seduce or rape the main character.

The interesting plot twist in that is that having sex means forfeiting the game. If you want to reach the end of the story, you have to make sure that you never engage in sex with any character, all the while various female characters approach you in different manners, all wanting just one thing. This puts the player in kind of a conflict of interests: He would love to see the SSS, but on the other hand, he would love to know how the story carries on and what other characters may offer sex. So, the player is likely to play the game several times in order to see all the bad ends and sex scenes.

Japanese Monster Girls

This is another active Japanese community, expressing itself usually in non-interactive fiction and drawings. The fetish aspect is that the partner is a non-human female usually (loosely) based on monsters of mythology and modern RPGs. Despite that hybrid nature, they usually have a much more human-like feel to them than furies and unlike furies who tend to live in furry worlds, monster girls are usually described as living in our normal world. Very often, they feast on the sexual energies, sperm, flesh, or souls (or any combination of aforementioned things) of normal humans, but there are also those that have more normal eating habits. Notable sub-groups are succubi, slimes, and lamias/nagas, which all have their own followings, although many people are flexible about what



type of monster girl they prefer.

Now, how can this possibly relate to AIF, you may ask. Quite simple. When you look at the erotic material created by that fetish community, you will find that the sex itself is basically vanilla sex. Only that the female(s) in it is/are not quite human. However, besides changing the character background, there may also be more concrete changes in the sexual experience.

For instance, succubi usually have a tail and wings. While both can be used in the place of hands to stimulate a penis, another strategy is to use the tail for anal penetration, either by itself, or coinciding with normal sexual intercourse.

In the case of lamias/nagas, besides those calls for "roll me", which seem to be somewhat related to bondage (that is just speculation on my part), the girls are often endowed with long, forked tongues which they can then use in oral intercourse to create unique sensations.

The examples given above are only two of the many ways the monster girls can change the face of sex (just think about the bondage thing mummies can do with their bandages). In addition, their non-human nature can contribute to the story by making the sexual intercourse even logical or necessary as it may provide them with extra energy in an emergency situation or just with the basic nourishment to live through the day.

Of course, this is not without a caveat either. While the atmosphere of the resulting game can be anything from happy-go-lucky to outright dark and sinister, there is no denying that you are dealing with sexual intercourse with non-human entities. Before exploring in that direction, you should ask yourself if you feel comfortable with that.

If you are interested in that community, you may wish to have a look at the following sites: The "Monster Girl Uploader" (<http://monster-girl.homelinux.net/>) is a public uploader where files (usually images) containing monster girls are shared. A very good artist is Pukarin, who has a homepage at <http://yellow.ribbon.to/~pukarin/>. I mention this, because there is one image trying to differentiate between monster girls and non-monster girls. It can be found under the title "? ? ?" in the homepage's "gallery" section. For reading (in Japanese), besides the "Nightmare" site mentioned under Battle Fuck, there are also torotoro's "Monster Girl Encyclopaedia" (title freely translated) at <http://torotoro.s1.freexy.net/> which features mostly very short pieces of fiction and a few images with a large guests section, as well as "The Used Book Store of the Demon World" (title freely translated) at <http://members.jcom.home.ne.jp/1641108901/> which features the fiction of a single writer. These are just a few examples, and there are many more. ●

Home

A Review by A. Bomire

Game Info:	<i>Home v1.2</i>
Released:	February 8, 2003
Author:	The Lonely Wolf
Platform:	ADRIFT 3.9
Size:	11K
Content:	m/f
Game Type:	T&AIF
Length:	Short
Reviewed:	October 2007
Extras:	None



Basic Plot

You are home alone with (presumably) your girlfriend Faith, and decide to have some sex with her. The exact relationship is never defined; Faith could just as easily be your wife, your friend, your roommate, or any other female companion.

Overall Thoughts

As a member of the AIF newsletter staff, and also for my own enjoyment, I find myself playing every game that is released in the AIF genre - no matter how large or small, how good or bad. After all, you don't know how good or bad a game will be until you play it - do you? (Well, unless you read one of these reviews, that is.) Given that, I was very surprised when I ran across this game as I had absolutely no recollection of ever playing it, or even it being released. I also didn't recall any discussion regarding the game either. So, I couldn't resist downloading and playing it.

This game is the first released by Lonely Wolf, and I think the last. It appears to be a test game he released, basically to get his feet wet in the AIF genre. The game is extremely small, only three rooms with one NPC. In fact, it could easily qualify for the mini-comp. The game may not have been a test game in fact, but it certainly plays like one. As you'll see later, commands aren't fully implemented, the text hasn't been spell and grammar checked, and the game isn't really completed.

Puzzles/Game play

Puzzles? Game play? If you're looking for those, look someplace else. The game starts out with you in a hallway. A hallway described, by the way, as "just a simple hallway". That brief description is typical of the kind of thing you'll see throughout the game. There are only three rooms, and all of them have this terse, almost non-existent descriptive text associated with them. In fact, this paragraph has more words in it than the entire descriptive text for every object in the game combined. This isn't bad in and of itself, but it isn't good either.

There are no puzzles. You simply find Faith (who awaits you in the bedroom), and start having sex with her. There is a very minor puzzle in that you don't score points for some actions unless you have completed other actions first - but those actions are still allowed. I wouldn't really count this as a puzzle.

Sex

Well, read my comments above regarding the descriptive text for the rooms and objects in the game, and apply it to the sexual interaction. Well, this isn't actually fair - the author does go into much greater detail in describing the sex, relatively speaking. But going from using five or six words to describe something to describing it using ten to twenty words isn't that much of an improvement.

Technical

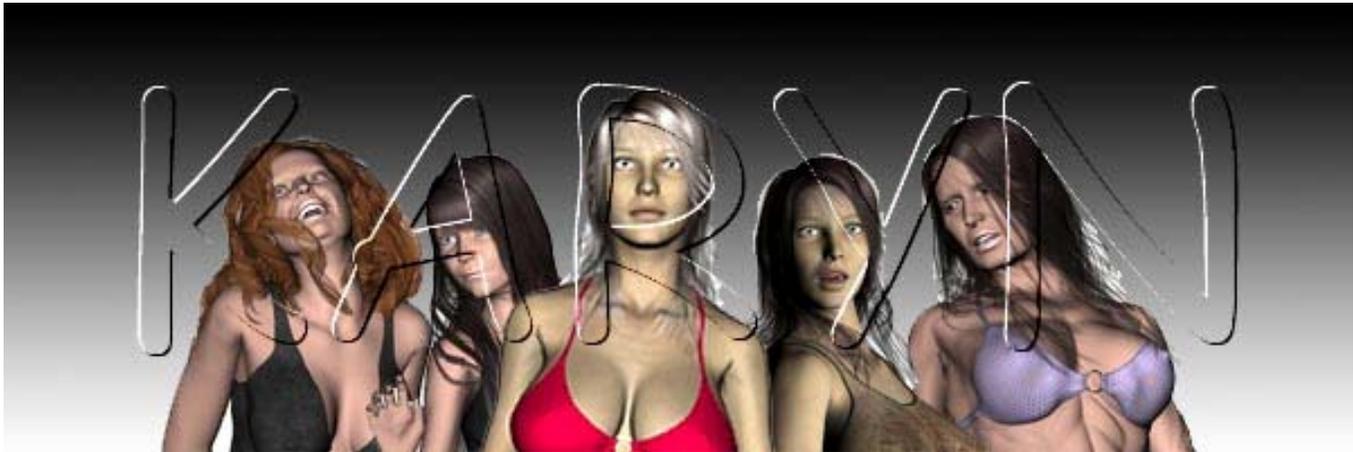
The game starts out with a paragraph informing you that you can have sex with Faith in multiple locations by telling her to follow you around. When I attempted to use the "Faith follow" command as instructed, I am informed that ADRIFT doesn't recognize this command. (Through the highly instructive "what shmuck" response, with which the author has replaced the usual ADRIFT response for unacceptable commands.) This is typical of the game, with incomplete or inaccurate commands. What is more annoying is the almost complete lack of capitalization and punctuation in the text. This sort of thing just drives me up the wall.

Final Thoughts

I would have dismissed this game as an obvious test version released as a "beta" (as some authors used to do before we became more organized in our beta-testing process) if it weren't for the fact that the README included with the game specifically states that this is the second release of the game, released as an update to the first version. As such, I have to assume that the author released the first version and got back a list of problems and errors, and then released this version with those fixes in place.

In my opinion, this game is really a test and should never have been released as a full "game" at all.

Rating: F



KAOS LORD has issued strip #2 in his "Karyn" comic strip. It is viewable on his web site at <http://nixan.tk/wfcarchive/karyn/Karyn001.htm>.

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A Ninny is an AIF player, author of four AIF games and frequent beta-tester. His *Parlour* received an Erin for Best “One Night Stand” game in 2004. His most recent game is *HORSE*.

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

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Purple Dragon has written five AIF games including *Ghost Story*, *Ghost Justice* and *Archie's Birthday - Chapter 1: Reggie's Gift*.

