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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.

You and Hilary lay side by side, a panting post-coital tangle of limbs and torsos. She holds your still hyper-sensitive cock in her warm, slender hand and gently strokes it, keeping it from flagging. Her warm hazel eyes meet yours.

"Do you like anal sex?" She asks softly.

Your erection suddenly returns with a vengeance, filling her hand and leading her to grin and say, "I'll take that as a yes." "I don't actually know," you respond, blushing yourself now. "I've never actually had the opportunity. I suppose I would, though."

>Stick it in Hilary's ass

"Even though you've never done it, I'm sure I don't need to tell you what to do. The only pointer I have is that you don't want to try to do it like they do in porn. Be gentle and take it slow."

Continued on Page 2



Happy New Year, everybody! The month of December was not too shabby for AIF, with a few (sort of) game releases (they were sort of released, not 'sort of' games). One release on AIFGames.com was a very incomplete beta that I have not listed here, as I believe the author intends to finish it soon and release it officially with a lot more content. Another release was a RAGS game listed below that was described as a demo/beta, but as I believe it's mostly complete and has already been played by a good share of the community I think it's worth mentioning.



With the recent slew of RAGS games there are a couple of problems emerging with the platform. The first one is one of file size; now, I know that dial-up connections are largely a thing of the past and even those with them can probably manage to download a 5-10 MB file without too much difficulty. But the real trouble is that RAGS games are often too big to be uploaded to the AIF Archive. We can't solve this problem with the AIF Archive 2, either, as it's not a question of overall storage space (even though that would be likely to fill up quick if we were uploading a lot of those games) but the fact that you just aren't allowed to upload a file of that size. AIFCommunity.org and AIFGames.com can both handle them, though it does mean a notable spike in their donated bandwidth.

There is another problem. I have heard that the full version of RAGS will soon no longer be free and will require paid registration., but the real issue I was going to discuss here is the lack of access for blind players. There are actually a number of blind AIF players out there who are sometimes quite active in the community and they play AIF games through screen-reader technology. Games that are graphics based aren't so good for them but RAGS is even worse because the interface is no longer text-based and thus the game isn't even playable.

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Letter from the Editor, Continued from Page 1

You nod and she kisses you – sweetly at first and then more hungrily. She lies on her back and beckons you over. You aren't far behind. You press your body onto hers, hungrily embracing and kissing her hard. You slide your cock into her pussy, which is still sopping her juices and your semen, and pull out again, very wet and slippery now.

Hilary lifts her legs, curling her ass upward. You reach down between her legs and grab your prick and line it up with her ass. You feel her body relax and all her intensity and desire flows through her eyes. It's the sexiest damn sight you think you've ever seen. She shifts herself slightly under you, then nods. You apply your weight behind your cock and feel resistance for a moment and then her ass opens and lets you in. You slide in about head-deep and then stop. She gasps and her eyes widen. "Ooh, you're really big," she manages to say.

"Are you okay?" You ask, not sure if she's feeling some discomfort.

"Oh, yeah." She thinks for a moment, then continues. "Actually, better than okay. You just seem to be bigger than Aaron when you're in my ass." She pauses, takes a breath and then says simply, "keep going."

>Keep going

"OK," you say. Before you do, however, you concentrate on how it feels to have your cock stuck partway in the ass of this hypersexy woman. Your head swims with the amazingsness of it. Her ass is really tight, but seems to feel more like a steady, loving hold than the vigorous squeeze you expected.

You slowly push in further, and the friction on all the sensitive spots on your cock is quite unexpectedly intense. If you hadn't had an orgasm just a few minutes ago, you probably couldn't do this for more than a few seconds without coming. You keep going, slowly but steadily filling her ass with more and more cock. It seems like your length is endless – so gradual is your entry – and you're actually surprised when your pelvis comes to rest against her and you realize you are completely embedded inside her.

As she wraps her legs behind your back her mouth opens as if to say something but no sounds come out.

>Fuck Hilary's ass

The feeling is incredible. A tight squeeze and a lot of friction send intense ripples of sensation through you. You press your mouth to Hilary's and as your tongues dance, you begin slowly fucking her ass. Your next thrust makes you both groan loudly and it occurs to you that you won't be able to last long – not long at all.

You pull back and thrust in once more. "Oh God I'm coming," she grunts and her body convulses madly. She squeezes down on your cock. That does it for you as well. Three humps was all it took. You fall limply on top of her and cry out as you unload into her ass.

You lie on top of her, your cock still in her ass, and the two of you kiss for a little while longer, then she guides you off, and out of her.

[note – this scene continues as my Beat the Staff entry for this month]

* * *

It's with distinctly mixed feelings that I announce that I am stepping aside as Editor of "Inside Erin." I truly regret that I cannot stay in this role, but feel like my energy to continue creating consistently high quality newsletters is becoming diminished. So for the good of the newsletter and the community it serves, I feel it better to hand it to someone else.

I am truly pleased that Purple Dragon has agreed to take over as Editor. He has proven excellent energy (see his ongoing tutorial) and creativity (his numerous AIF titles), as well as an ability to withstand some brutal punishment (his series of reviews of Vachon's games). The February edition will be his first as Editor. Please join me in wishing that he enjoy this work as much as I have. I hope you will all continue to read, support and contribute to the newsletter as it moves into its next phase of life.

While you're welcoming PD to his new job, take a moment to look at his great new AIF website: <http://purpledragon.aifcommunity.org>. It's the site that this newsletter should have had all along, and more, and it's one big reason that I think he'll be great for the newsletter and the community.

Happy New Year, everyone! ●

This Month in AIF, Continued from Page 1

Most importantly this month, the [Erin Awards](#) are now up for voting. We've got a new online voting form, so you can just select the games from menus and register your vote in seconds without the need to register or muck about with e-mails. We need your vote by the 8th of this month (January)! That gives you time, but don't put it off! Reward the authors for their work and you may just get some more games out of it. Also, the award ceremony is planned for January 15th to be held at the ifMUD (specific time to be worked out closer to the date – keep an eye on the AIF Archive for news), so plan to be there.

New Games

State of Mind by Ehlanna Forrest, for RAGS, released Dec 5 2007. The player character is a young woman who must you hypnotic sex magic to get her college homework done. As of writing this game has not been uploaded to the AIF Archive groups, AIFGames.com or AIFCommunity.org, so I can only give a link to the latest version available on rapidshare: <http://rapidshare.com/files/75354454/StateOfMind-992.08.rag>

A Spell for All – While it's not totally accurate to class this among other AIF games, and while this game did exist in a form already and had done for quite some time, it is worth mentioning it here because it has received a lot of attention on the AIF Archive this month. *A Spell for All* is a html-based game about magic and mind control, and, of course, sex. It has recently had a major update and expansion, and can be found at [Hypnotics Collective](#) (though you must register to access it). •

2007 is past, and so I must briefly reflect on what the year was like for AIF. It was another thin year in terms of numbers of game releases; in fact, it was thinner than the year before. Yes, the quality has improved, yes, the number of crappy games by careless authors has dropped dramatically, but what worried me throughout the year was not that trend, so much as a lack of new authors stepping up to create a new generation of quality AIF games. There are a few – GoblinBoy emerging last year was the most obvious one, and a few new authors popped up this year with promising work that hopefully will be further fleshed out in time. However, outside of the mini-comps it is now rare to see much from unknown authors.

Speaking of the mini-comp, it was another big success this year. Strangely, this is the only part of the community that hasn't seemed rather anaemic in recent times. It's become a formalised thing, now, and one that new authors like to take a shot at. Granted, the steadier hands of established authors tend to dominate the prize, but even so it's a good way to level the playing field, and I was glad to see it do so well again this year.

I hope you all had some fun with the AIF games this year, and found something that got your motor running. There were a few games that were planned for release this year by a number of authors that never got them finished (I have to take the rap for one of those myself, though at least I finally finished the *Crossworlds* series – hooray!), and hopefully we'll see them next year, though you know how it is with vapourware. Anyway, I won't delve into the year in too much more detail as the Erin Awards do a far better job of summing up the year's games. Speaking of which, the voting is on right now (at erins.aifcommunity.org) for the awards, so get in there and vote, and tell us all what was the best game of 2007! •



I'm pleased to present this month's crop of Entries into Beat the Staff #6, the theme of which is "go west young man." Each cut-scene will begin with the player command ">W" (or ">go west").

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

Entry #1: Paul from Oz (writer extraordinaire, useless programmer)—non-staff
>w

You open the door and enter the room. The first impression you have is of space...vast amounts of space. Luxurious space. The next thing you become aware of is the bed. A big bed. A very big bed. Plush, with four posts, a large quilt and more pillows and cushions that you could...well, throw a bed at. But all of that pales when you take in the sight of sweet young Amy lying, naked, on the bed, waiting for you to ravish her.

Amy is a young girl of not more than 18 years old. She has one of those slender-yet-voluptuous figures that makes the average man in the street drool at the sight of. Her breasts are small, pert, round, with tiny nipples that were probably kissed on by her maker. Her belly is firm, her backside full and firm, her thighs soft yet supple...and her pussy is neat and trimmed, just like you imagined it would be. You can't wait to be the first man to enter lovely Amy's tight, virginal sex, to feel her soft thighs wrap themselves around your hips as you plunge into her depths, to feel her pert breasts rub against your strong chest.

There is one problem, though. Amy is shackled to the bed, her wrists and ankles cuffed quite securely to each of the four posts of the bed. There is a key, though...you can see it. And the angry, hungry Rottweiler around whose neck that key now hangs. Oh...and there's the dog's handler, Arthur Turis, the man whom you've been chasing for years, now, to avenge your parents' death upon...the man who currently is hanging onto the leash of said angry Rottweiler... As you enter the room, Arthur looks at you and grins a thin, nasty grin at you.

"So...the young whelp finally arrives," he sneers at you. "You took your time, boy. I was beginning to think I'd have to take your Amy's virginity without you to witness it." He grins evilly at you, then lets go of the leash, and the Rottweiler snarls and bounds towards you...

>

Entry #2: Purple Dragon—Staff
>w

You have no idea how you got here. The last thing you remember, you had just drifted off to sleep after a particularly energetic session with your lady. She was insatiable tonight and it took every scrap of your energy reserves just to keep up with her. You suppose that it's possible that you are dreaming but all the normal tricks to wake yourself up have failed so if you are, you must be even more tired than you thought. Well, one way or the other, you can't just keep standing here.

You are in a small valley between two mountains that rise to the east and west. The ground is flat and featureless as far as you can see to the north and south so without any better ideas, you turn to the west and start climbing, hoping to get a better idea of your surroundings. The ground is strange. The mountain that you are now ascending seems to be made from the same material as the valley floor and you are hard pressed to identify it. No grass, no dirt, no rock, just this smooth, flat substance that gives slightly under your feet. Your climb starts out easily enough but soon steepens until you have to bend over and use your hands to claw your way up the slope.

It is not an easy climb but in less time than you would have thought you reach the top. The last few feet the color of the ground darkens slightly and when you reach the peak you are confronted by a hole leading down into the heart of the mountain. Is this a volcano instead of just a mountain? If it is it must be extinct since you don't feel any heat or detect any smell that would lead you to believe it was active. Slightly relieved you take a look around.

To the east you can see the other peak that seems to be the twin to this one. You try to think back to science class to calculate the odds of two identically shaped and sized mountains rising up right next to each other. The odds aren't good and it's just one more oddity about this place. To the north the ground seems to slope down until it meets a sheer cliff. If the climb up the mountain was this tough, you have no desire to try the cliff so you turn around and look to the south.



The earth is smooth, flat and featureless almost to the limit of your vision but you can just make out what appears to be a large forest far to the south. You are already thirsty from your climb and your heart sinks a bit thinking about how long it's going to take you to reach the forest. Still, if there is water to be had in this strange, alien land then that is where you will find it. There must be moisture there for the trees to grow and you should also be able to find some shelter from the night that will certainly have overtaken you by the time you reach it. You don't particularly relish the idea of huddling in some cave for the night but your options seem to be a bit limited at the moment. You give your arm another hard pinch, hoping to wake yourself from what must surely be a dream but if it is, it seems loathe to let you go. With a deep sigh you turn to the south and start trudging down the hill, heading for the forest, and hopefully some answers.

>

Entry #3: A. Bomire—Staff

>w

You open the door to the storage room. As you reach for the light switch, you stop, hearing a noise from the back of the room - a low, moaning sound. You quietly close the door, and creep around the shelves to the far corner. In the dim light from a dusty window, you make out the shape of Sarah, your boss, leaning back against the shelves. Her blouse is pulled open, exposing her large tits to your gaze. Her right hand is gripping her breast, squeezing it tightly, as her left hand grasps the back of the head of another girl whose identity you can't quite make out. This other girl is kneeling on the floor in front of Sarah, holding up Sarah's skirt with one hand while she pulls her panties to the side with the other. You can't see her face, but from her movements it is obvious that she is enthusiastically licking Sarah's pussy. You look down at her, noting her trim form and especially her tight ass in her jeans. Sarah groans, closing her eyes in ecstasy as she thrusts her hips towards the other girl. "That's it, Carol," Sarah hisses through clenched teeth. "Lick that pussy! Make me cum!" She groans again. "God, nobody licks pussy like you!"

You stumble upon hearing this. Carol? Your girlfriend, Carol? It couldn't be! Well, Carol works here, too (it was how you met), but there's no way that could be her! You clutch the shelf to catch yourself, and the sound alerts the others to your presence. Sarah's eyes fly open, and she looks at you a little dazedly, too caught up in her pleasure to focus on you completely. At her feet, the other girl turns to look at you, her face smeared with the juices flowing from Sarah's bare pussy. Her eyes open wide when she sees you. In shock, you see that it is indeed Carol!

"Holy shit!" you exclaim.

>

Entry #4: A. Ninny—Staff

>w

You know it's time to go, but you don't quite know what to say to Hilary right now. You sit up and start getting your clothes on. She grabs a wad of tissues and cleans up your come and, also without speaking, begins dressing.

The two of you leave the bedroom and walk downstairs. The sounds of kids suddenly fill the air and you finally remember that all the kids have been playing here the whole time. How long were the two of you locked away in the bedroom, and what was it you come over here for in the first place? You have a vague recollection of installing a towel bar for her...

But first, there's a question for Hilary forming in your head - one that needs an answer. "Umm, what..." you begin. "Nothing," she says emphatically. "It means nothing. You don't tell Cheryl and I won't tell Aaron and this doesn't happen again." She meets your eye as she says it and you can see she's serious.

And you have to agree with that - how awkward would it be to live next door to the woman you're having an ongoing affair with? It's going to be awkward enough living next door to Hilary as it is. You see her all the time - her kids are always over at your house and vice versa. You occasionally even have dinner together or toast marshmallows in your backyard fire pit. Every time, you see her, all you'll be able to see is her hot naked body and the way her eyes looked when they filled with sex; you'll yearn for her uninhibited wildness and to feel how it felt to have her orgasm in your arms.

"OK, you're right," you agree, sighing. She takes your hand and gives it one last meaningful squeeze and then starts down the stairs.

"Kids! Time to go home for dinner!" you shout upon noticing what time it is. The four kids surprise you by appearing almost instantly. Amazing. They all say goodbye to one another as your two get their shoes on and dash out the door, running full-clip back toward your house.

You feel like you ought to say something meaningful to Hilary, but you can't think of anything. You stand there looking at her, feeling a little like an idiot.

"Go," she says gently, and you nod.

"See you later, Hilary," you respond and follow your children home.

Congratulations, you have reached the end of the game.

Entry #5: Bitterfrost—Staff

>w

You can't go that way.

>

Last month, the winning entry to our "Strip"-themed cut-scene competition as chosen by you was **A. Bomire!** Congratulations, AB, nicely done.

Our new Editor, Purple Dragon, and I discussed the status of the Beat the Staff competition and decided that it's probably gasping its last. But we decided to keep it on life support for at least one more month. I urge you all as hard as I can to contribute an entry. This will send a strong message to Purple Dragon that you read and care about the newsletter and want it to continue to thrive under his care. So let's get to it.

This month, the theme will be a little different than anything we've tried so far.

I'm sure everyone remembers the girl who over the course of the game sunbathes in less and less clothing in NewKid's *Ideal Pacific Coast University*—the girl that no matter what you do you cannot get her attention. That was frustrating, no? How many hours did you spend trying to figure out what it would take to get into a sex scene with her? And then to find that she was just there as a tease, so NewKid could laugh at you, practically right in your face?! Intolerable!

Well, now's your chance to get back at NewKid. I will provide the setup—the text that appears when you walk into the area with her, and it's your job to write what SHOULD have been able to happen next.

>e

Portillo Road

Portillo Road is a small, winding street which runs through an undeveloped meadow on the back side of campus. Your dorm is located to the west, while another dorm, Paul Johnson Hall, is to the east. Fraternity Row is to the north.

The sunbathing chick is a very good-looking girl, with sandy brown hair bleached almost blonde by the sun. She sports a tan that is so golden brown that it almost glows. She wears a white Lycra bikini top. Its wide, triangular cups showcasing their luscious contents. She seems excited, and her nipples tent out in front rather obviously. The fabric appears to be that tan-thru stuff, but since it is patternless, you can actually make out an impression of dark aureoles underneath. The bottom is a white thong that is barely a few finger's width in front, and probably invisible in back. The strings across her hips are made of tiny silver chain. She is sitting on the ground. She is sitting up cross-legged, reading a paperback.

> [this is where you come in! What happens?]

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.

Beat the
Staff AIF
Writing
Contest #7



- Please limit your selection to about 1000 words in length.
- Submissions must be original, though they will obviously make use of settings and characters from *Ideal Pacific Coast University*, the multi-Erin-winning game by NewKid.
- The deadline for submissions is January 29, 2008.
- All received submissions will be published in the February 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 purpledragon.aif AT gmail DOT com
- This is the most important part: Submissions must conform to the following theme: **"Newkidded"** Your cut-scene must provide an alternate story in which the PC is able to access the sunbathing girl in *Ideal Pacific Coast University*.
- The criteria. What's going to make your entry better? Keeping it in character with the original *IPCU* ideas, characters and settings is probably key. Making it convincing, at least as far as AIF seductions go. What sort of things do you think could get that hottie's attention and keep it? And finally, make it sexy and fun.

Hello! Bitterfrost here. Levering my game forward an inch at a time. Damn. And the brochure said making your own AIF game was easy!

I'll make no pretenses. December was split between unnecessarily manic work and the pursuit of porn.

Oh, don't give me that. Like you aren't downloading videos as you're reading this. AIF is a planned banquet. Porn is fast food.

I'll confess upfront that I made little concrete progress on my AIF game this month. Most changes were cosmetic instead of structural. I just didn't have time.

I did, however, find a new Muse. I've shared the Ninny's obsession with Aphrodite's avatar (Carlotta Champagne) while also pining like a fiend for the natural Canadian wonder of Elli of ellinude.com, but a new inspiration has come along, quite by accident.

Now I'm not one to do commercials or endorsements, but I have to say that ifeelmyself.com produces the most compelling videos I've ever seen. It's refreshing to see something that isn't smarmy, greasy, forced or cloying. Their approach is simple. They're merely observing, and their vids transcend the porn stigma and stand as art.

Honestly, if Andy Warhol had spent less time filming people sleeping, eating and getting haircuts and more time filming women masturbating...

And that's what IFM is, for the most part. It's a woman (or women) sharing genuine orgasms. No mugging for the camera. No performing to porn ideals. Just sharing an intimate moment. Showing us how they get themselves off. And it has me totally spellbound.

Instead of parking the camera on a pussy and saying, "Here you go," they observe the full course of body language and facial expressions (often from a ceiling's-eye-view). There's a holistic beauty and sexiness that mainstream, mechanical porn can't hope to replicate.

The crowning glory is the audio. The settings are often completely silent, but rigged with incredibly sensitive microphones. So you hear not only every excited breath but also every wet stroke. I don't know about you, but hearing how wet a woman is is pretty damn intense to me.



All in all, it's an art gallery devoted to the female orgasm, and you can't help but be ensorcelled by it. One of the videos features a woman who diddles herself to orgasm (while lazily watching a porno on her VCR), takes a break to drink chocolate milk from a carton and then settles back to bring herself off again. Now that's character!

Ok. I'm not just hawking this site because they're giving me loads of cash and free membership for life (please?). However tenuous, there actually is a link between this shameless plug and my languishing AIF game. Watching these vids got me thinking about my lesbian and female solo scenes and how I need to punch them up a bit.

When I write sex scenes, I try to call out some details (usually through metaphor) that make the moment stand out. You know, the little nuances that make sex, well, sexy. Quivers, quirks, sighs, facial expressions and the like. To me, those are the often the hottest part of a scene. Sure, it's sexy to know that a woman is rubbing her clit with abandon, but it's even better to see that it's making her right leg tremble, her lips flutter and her head crane involuntarily off the pillow.

Those are the indicators of just how deep the pleasure goes. Those are the details that make an NPC more like a genuine person and less like a plastic sex toy.

So, if anything, the IFM videos have inspired me to go farther with those little observations. Which is not to say that I'm inflating my scenes into bloated metaphor-fests that would take days to get through (like these log entries--it's all right, they're painful for me, too). The trick is to balance action and detail without taxing the player's patience.

And that's where this month's edits come in. I found some scenes just weren't getting the visual across. Many of the scenes deserved a lot more detail and a lot less dialogue and vice versa. I tightened things up a bit and added some new visuals and outcomes.

More than anything, I'm trying to keep things fresh and unique. I can't let the player get bored or feel they have few (or no) options. After the thousands of years this game has been in development, it better turn out halfway pleasing, right? Unfortunately, I still have a long way to go, but I'm going to do the best I can (cue laugh track). Oh, Bitterfrost. That lovable bumbler. Will he never learn?

One of the few good things about the ridiculous lifespan of this project is that I'm rarely married to what I've written. Detachment does wonders for objectivity. In the course of adding a task or a situation or making a blanket edit, I'll come upon text I wrote two years ago and read it anew, much as a player would. This has helped me several times to get a feel for how well things are flowing and how effective the funny and sexy bits are.

When you've got the whole vision stored crystal clear in your head, you're biased. You can see all of the leaps of logic, and it's harder to sense where the player needs cues. However, when you have the selective amnesia and general brain damage that I have, every trip through the game is new. When I run tests, I'll frequently enter a command and get a response I'd completely forgotten writing.

Yeah, I know. Testing the final form of the game is going to be a nightmare. I've lost track of its borders, and I'm supposed to be the damned author! I fully expect several beta-testers to die in the journey.

And speaking of one of those brave individuals, I'd like to thank the Ninny for the years of hard work and patience he's put into this newsletter.

Most of you would be surprised by how much it takes to churn out these issues. As someone who's never had much time or patience for forums, I've found this newsletter a great resource the past few years. It takes a lot of enthusiasm and commitment to serve a community like ours, and the Ninny has never shirked.

He's had to resort to a cattle prod to get me to produce for the newsletter, but I admire that. Otherwise, I'd be the community's laziest lurker instead of the newsletter's laziest staff member. He's been patient and accepting, letting me tinker with the design as well. A good man and a good friend. So let's have a round of applause for A. Ninny and welcome our next contestant, Purple Dragon! ●

I've been trying to decide what to include in this tutorial. There are a lot of cool things about Inform that I am tempted to go into but when I think about the scope of our project I realize that most of them are not strictly necessary and the purpose of this tutorial has never been to be a comprehensive manual on all of Inform's various features. If that is what you want then there is already a very good one built into the program. The purpose of this tutorial is to give the first time author the tools they need to complete a simple game while hopefully not overwhelming them. After all, once you have the basic tools down and a game under your belt then taking the next step to learn the more advanced stuff should be much easier. With that in mind I have decided to concentrate on the essentials, only going into the various features of the program when they come up directly (or at least that's my plan for the most part. No actual promises there).



How to Write a One-Night Stand: A Tutorial

Part 5

By Purple Dragon

Last month we learned how to make basic rooms and objects. This is obviously one of those essential skills I was talking about since no game gets very far without someplace to stand and a few things to look at. We also briefly discussed creating people and found that the process is much the same as creating other objects. Since most of this part of the tutorial is going to be on sex, we are going to need someone to practice on so if you're following along as we go (and I encourage you to do so) then let's make someone to play with.

Lisa is a woman in the office. The description of Lisa is "A perky little blond with a love of life and sex."

We'll be doing more with Lisa (much more, heh, heh, heh) in a moment. As I mentioned, the bulk of this lesson is on sex, which is really what it's all about right? At the beginning of this tutorial I told you that I would be making a simple extension available for basic sexual commands. Well, I'm a man of my word and the extension is now ready. You can download it from my website here: <http://purpledragon.aifcommunity.org> As this is a new website, I encourage you to look around and let me know what you think but if you don't have the time right now and want to get right to the downloading, here is the page with the files: <http://purpledragon.aifcommunity.org/onsfiles.html>.

So what exactly is an extension and how does it work? An extension is a section of code written by someone else (or yourself) and added to your game. It is usually used to accomplish a particular goal without the need to write the code yourself. They are especially helpful when you are first starting as they save you the time it would have taken you to create them yourself and if someone has already done what you are trying to do, there is really no need at this point to try and reinvent the wheel. To use an extension you first have to install it into Inform. You can put the extension anywhere on your computer that you want to although it is usually a good idea to keep them all together. Then simply load Inform, select 'install extension' (in the windows version it is under the File menu), find the extension you want to install and click open. This does NOT add the extension to your game. It simply makes Inform aware of its existence and lets you see a summary and documentation of it (if available) under the 'Installed Extensions' section of the documentation page. When you are ready to add it to your game you just need to add a single line of text (usually right at the beginning of your code) like so:

Include Basic Fornication by Purple Dragon.

And that's it. The above line is all that will be listed in your source text. The full text of the extension will not be on the screen to clutter up your code (you can view it if you want from the files menu), but now every time you compile your game Inform will also read the contents of the extension and add the functions defined there to your game. So what the hell does it do anyway? I have tried to strip this down to the bare minimums. It defines the basic body parts and sexual commands necessary in most AIF games. Remember a couple of months ago when we talked about adding extra body parts and commands? Well none of those are included, allowing you to make this first game a very simple one. Of course, if you do want to add more then you can certainly build on what I have done yourself. Keep in mind that this extension assumes a male PC and a Female NPC. If your PC is female the extension WILL NOT WORK. Here is what is included in the extension as it stands.

For women it defines the 'big three' body parts: tits, ass, and pussy. For guys it defines the "big one" or in my case the "REAL big one" if you know what I mean? (wink, wink, nudge, nudge). Anyway, if you want to add others it's pretty easy to do so. The extension itself includes documentation that explains how to do this so I won't go over it here.

As far as the sexual commands go, again I have just included the basics. The player can rub, lick, and fuck people and body parts. He can kiss people but any attempt to kiss a body part will redirect the command to licking it. He can titfuck and assfuck people but again, these commands are simply redirected to "fuck [person's] tits" and fuck [person's] ass" respectively.

What all this means is that at the minimum, you need to write one response for every combination of rub/lick/fuck [girl's] tits/ass/pussy. I did put in handling for basic responses but since the most exciting this gets is something like "You rub Lisa's tits" you will nearly always want to override these defaults. So the question is, how do you do that exactly? There are probably a dozen different ways that you could do it but I'm going to focus most of the rest of this article on what may be the simplest of them. However, before we get to that I think we should pause to take a look at how Inform handles actions and how you write rules for them in general.

Actions and Rules

Actions are basically what happens when the player enters a command (gross oversimplification there but it will work for the moment) and it is important to know how to refer to them when writing rules. For instance, look at the apple that we created last month. If the player types:

>take apple

then the action we refer to is:

Taking the apple.

It is written using the present participle, which is a fancy way of saying we write it as though it is happening right now. Whether the player actually typed "take apple", "get apple", "pick up apple", or whatever doesn't matter. The action is still "taking the apple." Two things can happen when the player attempts an action, it can succeed or fail. Like if the player tried to take the desk the action would fail because we have fixed it in place. There are a lot of reasons why an action might fail and we won't go into them all right now but just keep in mind that it could very well happen. When an action succeeds, a list of things defined for that action happen that can be as simple or as complex as we want to make it. In the above example, what happens is that the apple is transferred to the player's inventory and game simply prints out "Taken." If this is all you want to happen then there is nothing more to do, but what if you want something a bit different?

There are three kinds of rules (actually there are more than three but for now we'll just talk about three of them) that you can apply to an action to modify how it works called before, after, and instead of. It should be pretty obvious, at least in a general way, what these do. Before rules make something happen before the action, after rules do something after it succeeds, and instead of rules bypass the action altogether and do something different instead. Here are some examples of how you could use these with the apple.

Before taking the apple:

Say "You look around to see if anyone is here to claim the apple as their own. When you see no one, you reach down to pick up the delicious looking piece of fruit."

This is an example of a rule and you will be writing a lot of them so note the format. You start with the rule itself, "before taking the apple" followed by a colon. What follows is a list of things that you want to happen and each of these ends with a semicolon until the last, which ends with a period (or exclamation point or question mark). In this case there is only a single item that tells the program to print the following text on the screen so there are no semicolons. When you have a rule like this with only a single thing in it you are allowed to shorten it by replacing the colon with a comma like so.

Before taking the apple, say "You look around..."

Just remember that it only works if there is just one thing in the list. If you have more that you want to do, you have to use the longer method like this example of an after rule.

After taking the apple:

Say "As you pick up the apple you realize why no one had claimed it and you drop it like it was a hot coal. Unfortunately, the damage has already been done and you can feel the potent poison working its way into your blood stream through the pores in your fingertips. Your last thought before collapsing to the ground is that you always knew that fruits and vegetables would kill you someday.";

End the game in death.

The line breaks and indentation are optional but they help with readability once you have a bunch of rules in your game. Notice the 'say' commands in both of the rules. All this does is tell the program that you want it to print out the following text on the screen. In fact, this is pretty much the pattern for all the parts of the rules. It is all written as if you were giving instructions to someone. I suppose that the trick is knowing which instructions to give when but that will come in time.

The last of our three rules is the 'instead of' rule and it's a bit different than the other two. Not in the way you write it, but in

the way it acts. Let's look at an example and then we'll talk about it.

Instead of taking the apple:

Say "You have always had a secret belief that fruits and vegetables are of the devil and as you look down at the apple you can't imagine why you would want it. I mean, if it were a Snickers bar sure, but an apple? No, I don't think so. Maybe it's your distaste of such things that makes you do it, but you take one more look and then give it a swift kick, watching as it sails out of the window and away.";

Award 5 points;

Remove the apple from play.

Here we gave the program a couple of other instructions. We told it to give the player 5 points for his foresight and to then get rid of the apple. You can add as many of these commands to your rules as you want. The thing I wanted to mention here though is the way that instead rules differ from before and after rules. I said before that every action ends in either success or failure. In our first two examples, the action ends in success (although in the second case the player probably would have wished it didn't). In contrast, instead rules always end in failure. This isn't necessarily a bad thing but from the program's point of view, the action that was attempted did not succeed. I mention this now, not because it is anything you need to do something about at the moment, but because it will become important later on.

Ok, so why did I go into all that when I just got through saying that we were only going to concentrate on what you need to get this game done? You may have thought that I had a plan in mind, or you might just think I like to hear myself talk (type?). Well for your information I do have a plan in mind and it involves how we are going to make all those lovely sexual commands work so let's get back to it.

Instead Of Sex

I said before that there are many different ways to write the sex in your game and that is definitely true, but the one I'm suggesting you use (at least mostly) this time, is the instead rule. This certainly isn't the most elegant way to handle it but it is perhaps the easiest since what you learned in the previous section is almost all you need to know. We've learned how to refer to actions so if the player types "kiss Lisa" then the action we are talking about is "kissing Lisa." Now all you have to do is write a rule like the following.

Instead of kissing Lisa, say "You press your lips to hers and feel her body melt against yours."

Just to be clear here, with the extension the way it stands and without adding any extra body parts or actions, here is a list of the actions that you would have to write. Obviously you would substitute the name of your own girl for Lisa's in the following.

Kissing Lisa, rubbing Lisa's tits, rubbing Lisa's ass, rubbing Lisa's pussy, licking Lisa's tits, licking Lisa's ass, licking Lisa's pussy, fucking Lisa's tits, fucking Lisa's ass, fucking Lisa's pussy.

This is exactly the way that you would need to refer to them. Even though there are synonyms for all the body parts and actions, you have to use the ones listed above because these are the ones I set up as the actual part/action. The player is allowed to refer to the synonyms to their heart's content but you are not. If you simply can't abide referring to something the way I have written it (let's say you just hate the word 'tits' for some reason) then feel free to go into the extension and change it. Just change the name of the body part to the word of your choice and don't forget to then add 'tits' in as a synonym.

To round out the actions available, the extension also allows the player to ask the girl to do things. He can ask her to rub her own body parts, rub, lick, and fuck his cock, and kiss him. Here is the wording you need to use.

Instead of asking Lisa to try rubbing Lisa's tits...

Instead of asking Lisa to try rubbing Lisa's ass...

Instead of asking Lisa to try rubbing Lisa's pussy...

Instead of asking Lisa to try kissing the player...

Instead of asking Lisa to try rubbing my cock...

Instead of asking Lisa to try licking my cock...

Instead of asking Lisa to try fucking my cock...

The reason that you use the words "my cock" is explained in the extension as well so you can read it there. You will probably be tempted here to try writing something like, "Instead of asking Lisa to rub my cock." But that will not work for a couple of reasons. First, the action is "rubbing [body-part]" so "rubbing Lisa's tits", "rubbing my cock", etc. Second, the word 'try' is very important here since there are things that might get in the way of the NPC doing what you are asking. I don't want to bog

you down too much so just take my word for it for the moment and write the commands as above.

While we're on the subject of asking someone to do something we should probably talk about persuasion for a moment. In order for someone to carry out the player's request for them to do something they normally have to be persuaded to do so. In the absence of any other information, all NPCs will refuse to carry out all orders given by the player. To change this behavior you need to add a persuasion rule like the following.

*A persuasion rule for asking someone to try doing something:
Persuasion succeeds.*

Of course, this rule makes any NPC willing to do anything at any time and is usually something that you would only use in testing the game to make sure everything works ok. In practice, it's too open ended to be of much use. As it turns out though, since we are using the instead rules this doesn't matter as much. Remember that instead rules override whatever the action is supposed to do in favor of the instructions that you put in that particular rule. In short, this means that the program will never get to the point of checking to see if the character's persuasion will allow the action because they will never reach the action in the first place. A word of warning here. If you are going to forgo any kind of persuasion rule then you have to make sure you put in an instead rule for every one of the above actions. The default replies I put in will be blocked by the absence of persuasion and the rejection that prints is "Lisa has better things to do." Which is not really what the player wants to hear. I think you should be fine doing it this way since you should be entering unique text for all of them anyway. Even if you don't want to include a particular one you should still write a response saying why the player can't do that. For example, if you have an aversion to anal sex and don't want to include it, that's fine. Just write the instead rule like normal, saying why he can't engage in that particular activity.

So at it's simplest, that's it. By my count that gives you 17 responses that you have to write and you are done. Of course, that is going to make for a very short game since, if you do it as above, the player will be able to start in on the sex right away and there will always only be one response for each action. If you want to get a bit more in-depth with it then we don't have to throw out the instead rules, we just have to modify them a bit.

Last month we created two rooms in our little sample game, an office and a bedroom. Let's say that we only want our responses displayed if the Lisa and the player are in the bedroom. All you have to do is change the instead rule a bit to make that happen.

*Instead of kissing Lisa in the bedroom:
Say "You press your lips to hers and feel her body melt against yours."*

Now the response will only be displayed in the bedroom, not in the office. But what if the player does try it in the office? If you are using the persuasion rule then in the absence of anything else, it will display my boring default responses. If you aren't, it will say that Lisa has better things to do. Since you probably don't want either one of these then we're going to have to do something about it. You could just write a rule for the office as well.

*Instead of kissing Lisa in the office:
Say "Lisa is an old fashioned girl and usually reserves those kinds of actions for the bedroom."*

That will work fine but then you would need to do the same for all the other actions.

*Instead of rubbing Lisa's tits in the office, say "Lisa is an..."
Instead of rubbing Lisa's ass in the office, say "Lisa is an..."*

And so on. For situations like this where you want to talk about all the sexual commands at once, I have grouped them together in the extension under the heading "being sexual," which means that all you have to do is write,

Instead of being sexual in the office, say "Lisa is an..."

And that will handle all the commands at once. Neat huh. (Note that I blatantly stole this wording from A. Bomire's *Bob's Garage* game. Originally I had set it up as "intimacy", which worked fine but I kept forgetting how to spell the damn word and besides, "Instead of being sexual" just sounds better than "Instead of intamacy." Shit! See what I mean about the spelling? Anyway, thanks AB).

So now you have limited all the sex to the bedroom and maybe the puzzle is how to get her into the bedroom so that you can start. Well, it's a good start but what if you want to include more than a single response for each action? It's easy to do with just another modification of our instead rule.

Instead of kissing Lisa in the bedroom for the first time, say “You press your lips to hers...”

Instead of kissing Lisa in the bedroom more than once, say “You kiss her again.”

You have to be a bit careful with your wording here. If you had written “for the second time” instead of “more than once” then it would have printed your response the second time the player kissed her but then reverted back to the defaults for the third and following times. You can add as much here as you want.

Instead of...for the first time...

Instead of...for 2 to 3 times...

Instead of...for four to six times...

Instead of...for the seventh time...

Instead of...for the 8th time...

Instead of...for more than 8 times...

And so on, just make sure that the final rule takes into account all future attempts. Also notice that I switched back and forth between spelling out the number and using the numerical digits. You are allowed to spell them out up to ‘tenth’ after that you would need to use “11th”, “12th”, etc. Of course, in this particular case I doubt you will reach that limit so it may not matter.

Now if you had a different room where you also wanted to allow sexual conduct you could write a whole new list the same way and it keep them nicely separated. Something to watch out for when talking about the number of times is that we are counting the number of times the action has been attempted, not the number it has succeeded. Remember that when writing “instead of” rules that the action never is completed but this does not stop the program from counting attempts. For instance, it may have occurred to you that since you blocked the sexual commands in the office, that if you only have one other room then there would be no need to specify it as above. Unfortunately this isn’t true for a couple of reasons.

The first is that if you write two instead rules, for example:

Instead of being sexual...

Instead of kissing Lisa...

Then both of these would be valid rules. So how does Inform decide which to use? The answer is that it will use the more specific of the two and since “being sexual” is a grouping including kissing (as well as other things), in this case the “kissing Lisa” rule is the more specific and the “being sexual” rule would be ignored. You can get around this one by rewriting the being sexual rule as a before rule like this:

Before being sexual in the office:

Say “Lisa is an...” instead.

Since before rules beat instead rules to the punch, so to speak, this will solve that first problem but unfortunately, it still leaves the second. Even though it will now block all attempts to kiss Lisa in the office, the program will still count up the number of times it was tried and when the player does get to the bedroom, it will start on that number on your list instead of at the beginning. There are ways around this too as there are ways around just about anything but the simplest way for the moment is just to specify the room in each rule.

You may be wondering if it is possible to make sex in the office prohibited at the beginning but ok later on. The answer is, of course so, but because of the counting thing with the instead rules it’s a bit more complicated if you want to include multiple responses so for now, save the sex for other rooms. So how are we going to get Lisa into the bedroom?

Again, there are a lot of ways to handle this but let’s take a look at what we have to work with. In our original description of the office last month we mentioned a computer (well, a monitor actually but you would have to assume there was a computer around somewhere). Let’s say that the game started by Lisa calling the player in to fix her computer. Sure, it’s not quite as cliché as a plumber but this is the information age right? And everyone knows that when a repairman of any kind is called in to do repairs that he has the right to expect the sexual attentions of the lady of the house once his job is done. Let me pull my tongue out of my cheek and we’ll see if we can’t get that computer fixed.

So far we have only been using actions either built into Inform or from the extension but sooner or later you are going to need to make one of your own so here is how you do it. A lot of this isn’t going to make perfect sense to you at the moment but if you copy the form for now, you should be ok.

Repairing is an action applying to one thing. Understand “repair [something]”, or “fix [something]” as repairing.

At it's most basic, that's all there is to it. The first sentence above defines our new action as "repairing". The second sentence tells Inform what the player will be typing in to trigger the action. You can add as many synonyms here as you like and it is usually a good idea to put in everything you can think of and then have the game beta tested and add everything that your testers can think of as well. Doing something like this wrong is what leads to guess the verb problems and those are never a good thing. Notice the square brackets above. This is where we specify the kind of thing that the action can apply to. In this case, [something] means that the player can attempt this action on any "thing" kind, which basically means any item in the game. Normally we would want to add some rules for when the player attempts to repair something inappropriate. For instance, it really doesn't make any sense to try to repair a person or something that isn't broken. For now, we'll just put up with the errors and get right to fixing the computer.

Of course, before we can fix it, we have to create it. I'll leave this up to you to do, just remember to add all the synonyms you can think of. You do this in the same way as above, adding a line like the following to your computer item.

Understand "CPU", "Monitor", or "hard drive" as the computer.

You would probably want more than that but you get the idea. Now that we have our new action and something to repair, we can write our rule like normal.

Instead of repairing the computer:

Say "You look behind the computer and notice that the plug has come out. You make a show of looking like you're doing something but then just plug it back in and turn on the power. Lisa looks over your shoulder and squeals in glee, 'Oh, thank you so much for fixing my computer, now if you come into the bedroom I have something else that could use your attention.' So saying, she turns and leaves the room, glancing once more at you over her shoulder as she goes.";

Move Lisa to the bedroom.

One new thing here is the single quotation marks in the say command. Since you are using double quotes to tell to program to print something, you can't use them inside the block of text. When you use the single quotes like this Inform will automatically convert them to double quotes in the game. Well, there are actually a few problems with this as it stands but I think we'll skip them for the moment. For now, we have Lisa waiting in the bedroom, which is where we want her, and the player just has to walk in there and sex her up.

I'm sure you have a lot of questions but we simply don't have the space to go into everything right now. You should be able to use the tools here to write at least most of a basic game and that is what we were after with this tutorial. If you would like a slightly more advanced discussion and a few more examples of how to get around some of the problems that what we did just created I have written up a small sample game. First let me say that this is not really a game so if you are not trying to figure out how Inform works then there is really no reason to download it. It is actually the source text, which means that you will need the Inform program to compile it, but this will let you see all the text and my comments. You can download it from the same page as the extension.

Well, that's it for this month. Next month I hope to wrap things up with a discussion of clothing and conversation but if you have any specific questions in the mean time just let me know. I'll see you next month and until then, work hard, have fun, and think dirty thoughts.

How To Contact Me

If you do have any question then, as always, feel free to ask and if you somehow manage to come up with at least a frame of a game from this hodgepodge, mishmash, tutorial of mine and need someone to test it for you, just let me know. You can contact me at purpledragon.aif AT gmail DOT com. ●

Little Slave Lost - Chapter Zero

A Review By A. Bomire

Game Info:	<i>Little Slave Lost - Chapter Zero</i>
Released:	[unknown]
Author:	[unknown]
Platform:	RAGS
Size:	4.25MB
Content:	f/f, mind control
Game Type:	T&AIF
Length:	Short
Reviewed:	December, 2007
Extras:	Graphics



Basic Plot

You play the part of Emily, who is visiting the home of a friend, Isabelle, along with a bunch of other female friends. While there, you discover that all of your friends are apparently under the mind control of someone else, and you can try to avoid the same trap yourself, or give in to temptation.

Overall Thoughts

This game is one of several that recently were released to the AIF crowd from the mind control based website: hypnotics-collective.net. This website is designed around pictures, fiction, and games all having to do with mind control. Unfortunately, this game was released to the AIF site aifgames.com without any information on who is the author, or when it was originally released.

While a complete game, this game is actually the introduction to a much fuller game, titled *Little Slave Lost*. It is designed to introduce you to the RAGS game system, and walks you through the interface, instructing you when to click on things, how to interact with the characters, and basically everything you will need to know about playing RAGS games. As such, even as a small game, it is excellently done. I've played other games that perform this sort of introduction, but I've never played one that did it as well as this one does.

Puzzles/Game Play

Part of the puzzles in the game is diminished because the author takes you step-by-step through the first few puzzles in leading you through the RAGS interface. Also, as an introductory game, there aren't many puzzles to begin with. Basically, you wander through the house, encountering friends of yours in various stages of control by some mysterious agent, and try to avoid falling into the same trap yourself. You are also tempted to use their suggestibility for your own pleasure, which lowers your resistance to the mind control influences. In the end, you ultimately fail, because that is the whole point. You can't win, because in the full game, *Little Slave Lost*, you (and the others) are fully enslaved by the "master".

Sex

Most of the sex involves spying on the various occupants of the house in increasingly erotic displays as their will erodes away. You can either participate in this erosion, or resist it. Like most RAGS games, the sex relies upon visual aids, although the author does a decent job of providing textual descriptions as well.

Technical

If there is one thing I don't like about RAGS, it is that a new version seems to come out every other week. And, sometimes the newest version doesn't support older games as well as it should. Some of the games released just last year like *Inheritance* and *Ring of Power* are almost unplayable in the newest version of the interpreter. Hopefully, the RAGS creator will get this straightened out. In the meantime, be careful about which version you use to play this game. The version for which it was written is no longer available. I played it with a newer version, and had trouble completing the game. It simply didn't allow me to do what I needed to do. I later downloaded an newer version of RAGS, and it worked fine. Other than that, I didn't find any technical problems with the game.

Final Thoughts

I'll admit that mind control such as is portrayed in this game isn't really my cup of tea. It isn't as heavily portrayed as it is in

some of the other games which came out of hypnopics-collective.net, and you are given the option to resist the mind control, instead of being expected to simply play along, or even initiate it. This is something I haven't encountered that often in these types of games. Also, the story line is pretty well developed for a game which is really an introduction to how to play a RAGS game. For that reason, I found this game fairly enjoyable.

Rating: A

Little Slave Lost

A Review By A. Bomire

Game Info:	<i>Little Slave Lost</i>
Released:	[unknown]
Author:	[unknown]
Platform:	RAGS
Size:	4.25MB
Content:	f/f, mind control
Game Type:	Puzzle Fest
Length:	Medium
Reviewed:	December, 2007
Extras:	Graphics

Basic Plot

You play the plot of Isabelle, the friend of the main character from the introductory game *Little Slave Lost - Chapter Zero*. You awake to find yourself in a mansion, wearing just a slave collar and nothing else. Your goal is to try to find a way out of the mansion, avoiding the mind controlled slaves of your new "master", and rescuing your friend Emily (the main character from *Little Slave Lost - Chapter Zero*) and others along the way.

Overall Thoughts

Like *Chapter Zero*, this game also was released from the mind control themed website: hypnopics-collective.net. And, also like *Chapter Zero*, this game was not released with any information regarding the original author or its initial release date.

Unlike *Chapter Zero*, this game is not a complete game. While you should be able to win your way free of the manor, when you arrive at the point where this should happen, you are presented with a message indicating that this part is not complete yet. (At least, this is what I've read online. I myself haven't been able to reach this point.) There are several other endings which are completed, but these all involve you failing in being able to free yourself or others, and falling under the mental domination of either your master or one of his slaves.

Puzzle/Game Play

Where the first game lacks in puzzles, this game more than makes up for it. There are several rather well constructed puzzles in this game. Your character has two statistics: will power and energy. As you fight to keep control of your mind, your will power slowly erodes, as does your energy. Resting at opportune times and splashing your face with water will help revive you, but a large part of the game is balancing these two stats against your need to fight against the minions of your master as well as resisting the temptations of the flesh presented to you.

Sex

In this game, you take a more active role in the sexual activities instead of just watching what is going on (as in the first game). Of course, giving in to temptation is one way of submitting to the control of your master, so sometimes having sex is the wrong thing to do. Sometimes, it is the right thing as well as this will sometimes help you in freeing another girl. As with most RAGS games, there are pictures that go along with the sex scenes, but the author does a decent job of describing the action going on as well.

Technical

The one glaring technical problem with this game is that it isn't finished.

Final Thoughts

I normally wouldn't review an unfinished game, but I enjoyed the first game so much that I had to try this one. As I've mentioned before, this type of game usually isn't the sort of thing I enjoy, but the author does a decent job of presenting the subject in a way which I found enjoyable - you are fighting for your freedom instead of trying to enslave others (although you can take that route if you wish). Plus, I liked the references to the book that plays an important part of the most widely known mind control game (at least, the one I know best), *A Spell For All*. Unfortunately, I cannot give this game as high of a rating as I think it deserves, simply because it isn't finished.

Rating: C ●

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



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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*.

