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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.

First of all I have to apologize for being even later this month than usual. I've found my free time nearly non-existent lately and I'm afraid that this newsletter has to take a back seat sometimes to things that allow me to eat, and provide for my family. I know – selfish bastard!



I want to remind you one last time that the deadline for the 2010 AIF Mini-comp is just about a month away. Keeping in mind that the word 'mini' is actually in the title you probably still have time to get something together even if you haven't started, but you better get going. If you want to review the rules, they're back in the March Edition.

This month we welcome Chris Cole back to the pages of the newsletter. Unfortunately he hasn't agreed to come back onto the staff or anything -- yet -- but it's still nice to see his name on a byline again. Specifically, he has written up a little introduction to his play by e-mail game, *Space Station Aphrodite*. If you like what you read then be sure to let me or him know and who knows, maybe we can make it a monthly thing.

Knight Errant also gives us a little look at the process of writing a game by taking us through some of the steps taken to write *A Lady in Waiting*. I find this type of thing very interesting. I like hearing about where authors get their ideas, how those ideas evolve and change during the writing process, and some of the steps taken to finally turn the whole thing into a working game. I hope that others will catch the bug and send in similar articles.

To round things out, I did a review of *Normville High*, which I was surprised to notice has never had a review in the newsletter. I think that brings up a good point. There are a lot of good games out there that have never been reviewed or received much discussion. If you have a favorite classic then you can either write up a review for it yourself or just drop me a line and let me know that you think a good one has been overlooked and I'll see what I can do about getting something done about it. If you're curious which games have been reviewed and which haven't then you can check out the [topical index of the Newsletter](#). You can get there by clicking the link above or from the 'Newsletter Issues' section of the newsletter website. I just updated the game reviews page, but I'm afraid the rest of it is a bit out of date.

And that's it for this month. As always, your comments, questions, and suggestions are always welcome. You can send them to me whenever you like at the address [aifsubmissions AT gmail DOT com](mailto:aifsubmissions@gmail.com). See you next month.

With our new point based system, traffic has seemed to increase quite dramatically from the start of the year when we had almost nothing. Things have settled down a little but still going strong. This shows most of all with out latest contest. Whilst they've varied in number of contestants before with a virtual medals and points we managed to attract eight contest entries. They Where:

April the Fool (RAGS) by Oscuros
 Back to Nature (RAGS) by mjrenrutxx
 Camping Discoveries (RAGS) by Sorrow
 Love of a Parent (RAGS) by alburn1980
 Magic 8 ball April fool (RAGS) by snail
 Project April (RPG Maker) by Mizuho
 The ClockWork Girl (RAGS) by NandiBear
 Wedding Crasher (RAGS) by dude

Congratulation to the winners

1 st Place : Back to Nature
 2 nd Place : Camping Discovery
 3 rd Place : The ClockwOrk Girl

This burst of activity also extended to new games, several being incomplete contest games which the author carried on to finish.

Updates:

- ❖ Arena (Inform 7) by Redneckdemon
- ❖ Gynoid Conversion Game (Inform 7) by NukuNookee
- ❖ The Doll (RAGS) by Nandi Bear
- ❖ TFjeweled (JAVA) by OTPiccolo

New Games:

- ❖ Bio Morph (RAGS) by Isel
- ❖ The Revenge (RAGS) by Darronbor
- ❖ Spring Cleaning (RAGS) by Kimeru
- ❖ The Medallion of Venus (RAGS) by Topaidi2002
- ❖ The The First Level (RAGS) by Darronbor
- ❖ Azalea and Granite (RPG Maker) by Lucky Nymber Thirteen
- ❖ Tales of Lust and Delacroix (RAGS) by Red Gambit
- ❖ Guardian of Magic Jessy (RAGS) by Detrix

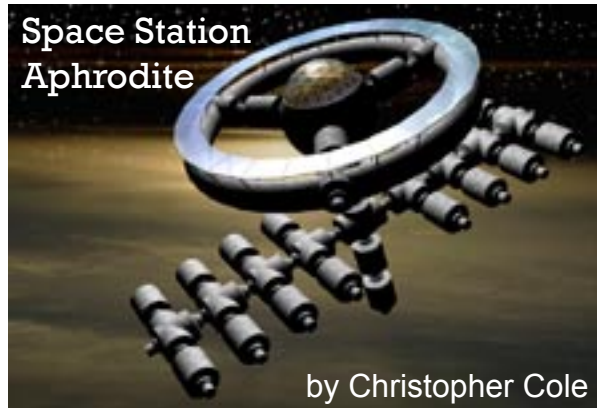
A good batch of games this month and next month already looks good/

Till next month.



I decided to create this game as I found that I wasn't getting my interactive adult fiction fix while working on my AIF games. The most important bits in an AIF game are the non-adult parts; the nuts and bolts that make sure the game (hopefully) runs smoothly. I have no trouble writing the adult parts, but writing those nuts and bolts can be a chore and time demanding. I wanted a game that would provide near-instant gratification (because I'm lazy at heart).

When I first appeared on the scene back in 2002, I ran a PBeM called "USS Aphrodite". It was an adult Star Trek email game inspired by the AIF game X-Trek (the first AIF I ever played). It was a big hit, but after a few weeks the game died as I had simply bitten off more than I could chew (not to mention I had computer troubles as well). After deciding I wanted to create another email game, I had to decide on a setting. I created a poll and the winner was the Space Station (narrowly beating out College Campus). As an homage to that first game, I named this space station "Aphrodite".



"Space Station Aphrodite" is an erotic play-by-email game. For those of you unfamiliar with play-by-email games, this is a game where the game master sets the scene, and the player can respond with what he/she wants to do within the confines of what has been described. Think of it as a slightly more interactive AIF game.

It is not a storytelling game, however. Some play-by-email or play-by-post games are storytelling games. These are games where all players write a continuing story, using a main character and various minor NPCs if they wish, to create a large multi-writer, multi-player story. Aphrodite has a story for sure, and the players have large parts creating that story. However the story is not written in-game per se. The story comes out of the game turns. Turns can include prose and descriptive text, but can also simply be point form or whatever works for the player. Unlike a storytelling game, players are not allowed to create NPCs for their turns or to invent items or situations beyond what has been described in the turns from me (again like a traditional AIF, you can only work with what the author has included in the game). Players are certainly allowed (and encouraged) to suggest things out-of-character. I'm including samples from two current players at the end of this article to show two different styles/situations occurring in the game.

People can still submit character applications if they wish. The game is currently full, but I will put any submissions on a first-come, first-serve waiting list. The homepage for the game is here: <http://ccole.aifcommunity.org/pbem.htm> and you can following along with what the characters are up to at the forum set up here: <http://aphroditepbem.7forum.biz/index.htm>

The Setting

The game is set in the year 2256, on the space station Aphrodite. This is a commercial station that acts as a trading port, as well as a transfer station for travellers heading to the vacation world of Marinus.

The setting is constantly in flux; evolving as players come up with ideas and have encounters. There are various alien races, advanced technologies and science fantasy elements to explore. The bottom line however is sex. This is an adult game in which characters are trying to place find themselves in numerous sexual situations.

Sample 1

The first sample shows a few turns between me and the PC Lauren Collins. This one gives you a good example of how simple, yet informative turns can be. It begins in Lauren's office:

GM:

You're nearing the end of your double shift and are sitting at your messy desk, inputting your daily notes. The climate control system for The Garden has been on the fritz for a few days now. It's been so cold in there that Commander Starburner has limited visiting sessions to a 3-hour period during the day (when the temperature is bearable thanks to Marinus' sun). She expects you to have it fixed within the next 72 hours.

PC:

"Dammit...I really need a break." Grumbling, I finish entering my report logs from the day's work and pick up my toolkit, make sure I haven't misplaced anything in terms of swipe cards, access keys, or favoured tools, then begin the long (it seems that way after a double-shift) trek back towards engineering. My first point of call are/will be the environmental controls for The Garden...just to make sure that the controls haven't been screwed with by someone.

GM:

You enter the room housing the main environmental controls for the Garden. A computer tech named Greyson is here. He dons his glasses and looks over a pad he has connected to the main computer. He notices you enter.

"Still nothing on the diagnostic," he reports. "I just can't figure out what's going on. Everything is green. There's no logical reason the temperature should be dropping."

PC:

I barely give the man a glance as I look over the pad he's working on...and curse softly as I read his data. "Shit...that means we're going to have to check the sensors in The Garden. Grab a toolkit and a handful of temperature sensors and come with me...we're probably going to have to go into the roof, too." Even as I'm talking to him, I'm doing the same.

[We have a few more turns where Lauren and Greyson go to the Gardens and work on the problem. Eventually they believe they have located the problem, which brings us to...]

PC:

I reflexively hug my arms to myself as I shiver again, crushing my breasts together and pushing them forwards slightly. I shake my head slightly. "Don't bother with the sensors yet...it looks like the environmental software is corrupted. I'll have to re-write it." The need for warmth finally wins out, and I step up to Greyson and slip my arms around him, hugging him firmly to me as my hands run his back to generate heat between us...

GM:

Greyson is shocked at first to say the least, but he seems to finally understand what you are doing. He puts his arms around you, a little awkwardly, and begins rubbing your back too. You aren't sure, but you think you can feel a bulge between his legs getting bigger and pushing against you.

PC:

In my semi-fatigued state I only really recognise that his hands feel good on my back as they rub up and down, generating much-needed warmth. I'm aware that my breasts are crushing nicely against his chest, but the potential eroticism of the moment is lost to tiredness. I'm also not immediately aware that my pelvis has started to subtly grind against his, slowly rubbing against the growing bulge it has noticed...

GM:

Poor Greyson isn't entirely sure what is going on. "Umm, Chief," he says, not pulling away. He lightly grinds back against you and his hands are slowly moving down, rubbing your lower back and finally cupping and squeezing your ass.

PC:

It may be that I'm more easily aroused when I'm tired...although I'm not conscious of that possible fact. The hint of confusion in Greyson's words goes unnoticed by my ears. I'm aware of his hands moving down my back, slowly rubbing...when they cup my backside I can feel my groin press more firmly against his bulge. I'm aware that my hands have stopped moving against him and I'm not just holding him tightly against me...and I'm aware that he has something I want... As I speak, my head resting in the crook of his shoulder, my voice is quiet and a little chattery: "Let's go somewhere quiet and...warm each other up..."

[The PC and NPC then move to Lauren's quarters where things continue.]

GM:

With slightly shaking hands (partially because he's still cold, but mostly from nerves) he undresses you, removing your outer clothes and then your undergarments. His cock is making a tent in his pants as he strips you naked and takes in your body, his hands cupping your now naked breasts.

PC:

Maybe it's because it's been a while since I was last with...well, /anyone/, really...but Greyson's hands on my bare breasts is just what my sex needs to started getting excited with anticipation. My hands are soon fumbling at his clothing, peeling him out of them, working frantically to free the organ that is making his pants stand out in front of him...

GM:

His cock pops free, fully erect. It is a good size, average length and thickness and certainly hard. You take it into your hand and Greyson moans.

[And so on.]

Sample 2

The second sample is between me and PC James Stewart. It gives you a good example of how the player can ask lots of questions in their turns and give possible actions for various potential outcomes. It begins in the PCs office:

Email from GM:

You are sitting in your agency. It is early in the morning, and you have just opened shop. Your agenda sits on your desk, and your personal comm panel is blinking, letting you know you have messages. The platform outside your agency is still pretty quiet, at least in comparison to how it will be in about an hour.

Response from PC:

I activate my personal comm and take my messages. At the same time I flip through my agenda. If there's nothing out of the ordinary, I'll make a coffee and take a step outside coffee in hand, just to look around. If nothing is different than usual, I'll return to my tasks.

Would I know why it will be busy in an hour? A shuttle of tourists is arriving? Just the daily regular rush?

Note: As described previously, as guns are not permitted on the station, I won't be carrying one. However, let me know if they are permitted on the planet. If they are, I'll have them safely stored somewhere.

GM:

NOTE: The coming rush is just the normal daily rush. Guns are permitted on certain areas of the planet.

You have a message from the ASF (Aphrodite Security Force) that you should be aware of a visit from a holoivid star, Alexa Lorenza. It might cause some disruptions. This message has been sent to all shops on the platform. Ms. Lorenza is supposed to be arriving tomorrow mid-day.

You have a message from a woman named Delia Remm. She is planning a visit to Marinus, and wants to talk to you about the various resorts, and which would be best for her and her two daughters. She would like to set up an appointment with you.

Your agenda is relatively empty. You have a dinner meeting with a young couple from the Reiger Colony who you've been helping select vacation highlights down on Marinus. They're leaving for the planet tomorrow, and want to set up their final itinerary.

Nothing is out of the ordinary outside your office.

PC:

I think, "Hummm Ms. Lorenza seems to be the most exciting of possibility for the business and maybe - hopefully, a little more".

I pick up my comm again and call a few contacts. I pull a few favors (offer either some money flat out -or

a free tour) and make arrangements to find out what hotel she is going to reside in and what her itinerary is. If this works I'll arrange for a bouquet of beautiful flowers to be delivered to her room with a card and this hand written note on company letterhead. "Compliments of James Stewart - Stewart Travels. "Offering you a discreet, safe and memorable travel to package to Marinus. Comes complete with all the extra security, privacy, and comfort and pleasure that you deserve."

Next I call Delia Remm and I ask her all the relevant questions - budget, age of daughters, any places in particular she wants to visit, time frame etc....and arrange an appointment at the place and time of her choosing -except dinner as I'm booked with another customer. (I'll bring my handy portable so I may give a presentation, and look up any information or respond to any questions such as itineraries, schedules, etc and to draft the agreement).

Finally, For the young couple, I'll reserve a diner meeting at a middle-of-the road restaurant. If no one walks in my agency, I'll review the young couple's final itinerary and make sure all is well booked and all arrangements are in place.

GM:

You make a few calls and a few promises and find out what inn Ms. Lorenza will be staying at. You send the flowers and note (costing 15 credits).

You call Delia and ask her all the questions. Her daughters are 15 and 17 and they would very much like to visit the Azure Shoals (a remote location requiring boat access, it is miles from the Nookta Resort but an area of amazing shallow blue warm waters with tremendous relaxing properties).

You make the reservations, and go over the couple's itinerary. Everything seems to be in order; a rather typical vacation consisting of tours and a few rounds of hyplaning (kind of like golf).

PC:

Satisfied that flowers and simple note will be delivered to Ms. Lorenza I'll make notes on Delia's itinerary and complete the research. I may have a concern regarding the remote location with only boat access and miles from Nookta resort. I will make some calls there to have a better feeling/grasp about logistics and security there. Will she be accompanied there?..how often is it patrolled if at all? etc

I will also research an alternative to the Azure Shoals. Has Delia confirmed the place and time? If not I can assume that there are relatively public areas (example for sightseeing and picnicking) located at the Garden? I'll throw the idea of what a better way to start a vacation by actually planning (finalizing) it at, "THE most beautiful area of the entire station"? If Delia agrees, I'll arrange a meeting there. I'll ask her what she would like to have for lunch there and that she could surprise her daughters with a lovely surprise picnic. Assuming she agrees, I'll go and get the food and drinks together...and bring a bottle of champagne to celebrate! Lunch there would be perfect timing.

After that I note in my agenda the diner arrangement for tonight with the couple from Reiger- reservations done!

GM:

Unfortunately the Gardens are undergoing maintenance. Something is wrong with the climate control system and the temperature always drops to 0 degrees centigrade when it's normally supposed to be between 20-25. You'll have to come up with another place for the meeting with Delia and her daughters.

The appointment with Delia can be made for tomorrow.

[Many turns pass where the PC continues making arrangements and setting up his schedule. Finally he meets with the couple from the Reiger Colony.]

GM:

The time comes and you make your way to the restaurant. You are seated at your table, and eventually the couple arrive. Manny and Karilla sit down with you and you order dinner. Manny is a good looking human probably in his mid-twenties with short dark hair. He is wearing a casual suit. Karilla seems older than Manny, maybe in her early thirties. She has shoulder length black hair and medium sized breasts with a nice round butt. She is wearing a tight-fitting evening dress.

PC:

I'll ask the couple if they'd like a drink before the meal arrives. I'll start off with small talk to make the couple feel comfortable.

After a few minutes of small talk and before I begin my official presentation with my extend-able personal computer, I'll try a line that is a little forward but recoverable if they're offended. I'll glance up and down her body and say, "Karilla you look beautiful in that dress, it fits you so well." I'll then wait to see her reaction and his.

GM:

"Thank you," Karilla says, blushing slightly. Manny smiles and seems to enjoy the compliment.

Your dinner arrives and while you eat, you continue with your presentation.

"And the women are allowed to be topless here?" Karilla asks of this specific resort. Most resorts have a very loose policy when it comes to clothing due to the various alien cultures. Some are more human-centric and do not allow nudity. The one they are going to does.

PC:

I'll say, "Absolutely Karilla - Have you been in a topless resort before?" Without really waiting for an answer I'll move [my chair] closer to Karilla and extend the entire computer and offer it to her so she may hold both ends or opt to hold one end and let Manny hold the other. "Here can you hold this? Let me show you some terrific views." If that goes well, I'll start off with a few slides of of the resort and I'll pause every time I see a nice shot of a nude woman. I'll say things like, "Oh she's beautiful isn't she?"

[And so on.]

We seem to have had more articles about in-depth coding than we have about the creative aspect of writing AIF, so I thought I'd take some time this month to go over how I come up with my ideas, through the lens of my game *A Lady in Waiting*. Some of this will be familiar if you've played my game with the commentary on, but hopefully it'll still be of value to you.

As with all writing, the core of the idea tends to come from other material that you're familiar with. I tend to read and watch a lot of history and historical fiction, which is why the two games I've released (and all my abandoned projects) have been historical fiction. In the case of *A Lady in Waiting*, the core idea was the image of seducing a woman at a medieval or renaissance era ball like in *Romeo and Juliet* or *Shakespeare in Love*. I wanted to have the seduction happen during dancing. Typically when I start games I immediately begin planning out the plotline and where I want it to go, but in this case I took a different route and immediately began coding the starting room. This ended up making a bit more work for me later as the story changed directions on me, but it ended up being worth it.

So far, I had the idea of seducing a woman at a ball, and I had the ballroom itself partially coded. I still wasn't certain where I wanted the game to be set or who I wanted as the object of desire. I had recently bought the movie *Dangerous Beauty* on DVD, starring the lovely Catherine McCormack as the heroine Veronica Franco. It's a good movie (based on the true story of Veronica) with some very hot scenes, so I took the name and appearance of Veronica and used it for my love interest ... although her personality is far different than the movie Veronica.

As for setting, I toyed with the idea of England or France before I ended up choosing Italy. With the decision of Italy, that opened up new possibilities for why the noblewoman would condescend to be seduced by the PC. Renaissance Italy had a odd explosion of dowries, with families of daughters having to raise immense sums of money to attract a good match. The business contract nature of marriage in the period made for a lot of loveless marriages to older, wealthy men, which in turn leads to interesting possibilities for seduction.

Venice (where *Dangerous Beauty* was set) not only had the extreme dowry issue, but also the noblewomen were incredibly restricted. They were not taught to read or write, as they were in many other places. This comes up in the movie where one of the characters is jealous of the movie Veronica, as courtesans were permitted to be educated. I wanted my game Veronica to be a sympathetic figure and I wanted to get away from mechanistic lock-and-key type seduction puzzles, so going with a conversational seduction seemed like a natural choice. Forcing a conversational puzzle also gave me an opportunity to have Veronica complain about her situation, explaining her motivations for cheating as well as naturally telling the player about the world of the game. I also loved the idea of using an AIF game as a vehicle for explaining gender dynamics in 16th century Venice. What can I say, I'm a history geek.

The dialogue puzzle was quite easy to write, once I had set out some personality traits for Veronica. The conversation topics split into "flirty" and "sympathetic" options, and different topics can have different effects based on Veronica's arousal variable. This is a very neat trick made easy by the conversation topic system of TADS 3. In essence, the flirty ones can backfire if you come on too quickly, which added a bit of "puzzle" to the conversation, although I wanted to adjust the balance so that the player could screw up a few

The Making Of: A Lady in Waiting

By Knight Errant

times without dooming the conversation.

Since this is a party, I had the idea that there should be refreshments available, and since this is Italy there would naturally be olive oil. This was an excellent opportunity to “hide in plain sight” some lube for the sex scene, and in fact olive oil was a common sexual lubricant throughout history. To further camouflage the oil, I decided to add some wine that could be offered as a flirtation option, and some oysters. Oysters have long been rumored to have aphrodisiac qualities, and eating them out of the shell is very suggestive of cunnilingus, so it made for a flirtation scene that was very fun to write. In response to the player pantomiming cunnilingus to Veronica, of course she responds by pantomiming fellatio, which was inspired by two very similar scenes in *Dangerous Beauty*.

Now that Veronica is actually interested in the player, there’s the matter of actually getting to be with her. I’d toyed with the idea of figuring out a way for the player to sneak through the house to get to her room, possibly being disguised as a servant or something, but ultimately I decided to go with a “Romeo and Juliet”-style balcony scene. I’ve always wondered where movies and plays get their trellises, because I haven’t seen a real-world trellis that I would trust holding up a person’s weight. After all, they’re intended to support a thin vine, not a whole human being. This made an excellent opportunity to play with audience expectations.

Now that I knew how the player wasn’t going to get up there, all that remained was to come up with a solution to how they could. Rope was an obvious possibility, and since this is Venice there would be ropes on the boats that would be able to support a person’s weight. I thought about using the pieces of wood to make some sort of hook to attach at the top, but the idea of using Veronica herself to assist in this was a much better idea. That also added a further layer to the puzzle, because now the PC has to get Veronica out onto the balcony to aid him. I decided that I could just stick with the movie convention of tossing a pebble at the window.

At first I was just going to have the PC climb the rope, but I don’t know many people who can accomplish a one-story smooth rope climb. I thought about making the player knot the rope, but using the broken wood from the trellis to make a ladder made use of what might have been an extra object. Now, the PC could climb the ladder and make it into Veronica’s bedroom.

Now all that remains is the sex scene itself. Up to this point, the PC could be doing all this out of genuine caring for Veronica, or he could be just another AIF rake. I decided to play with this possibility by having an alternate ending if the PC has an orgasm but doesn’t give Veronica one. I figure that’s a pretty remote possibility given the typical playstyle of an AIF player, but it amused me to put it in. The oil mentioned earlier was something I’d wanted to use. Most people like anal in AIF games, but frequently authors put very few conditions on it. I like a bit more realism in my game, so if you just plow ahead and try it, Veronica (like most girls) isn’t initially for it. However, if you finger her ass first to get her used to the idea, and you lube either your cock or her ass with the lube, she’ll go for it. Of course, having an edible lube like olive oil meant that I needed to add extra descriptions for licking oiled body parts, but I think that was a good detail.

There was one other little easter egg I put into this game, mostly to amuse myself, namely the glass dildo. I don’t know if any actually survive (I couldn’t find pictures), but literary accounts attest for medieval and renaissance sex toys, including glass dildos, and since Venice was known for blown glass, it was a natural fit. Yes, I’m such a nut that I did research to check the historical accuracy of Italian sex toys. I also researched a couple real Venetian renaissance paintings of Venus for Veronica’s room. I’d originally intended the glass dildo to be able to be used anally as well, but I ran out of time to code it. Oops!

Fellatrix's *Casting* gave me the idea of doing an author's commentary for *A Lady in Waiting* as well. Since this was a game for the minicomp, I was initially planning on adding the "author's commentary" section afterwards. I'd been keeping notes on entertaining points as I went through so I had the raw material for after the comp. It ended up that I had a little extra free time between beta-testing rounds, so I threw it in at the last minute and luckily it didn't break everything. Since I had so many "hidden gems" in the game (the oil, the oysters, etc), I threw in an "amusing" command at the finish options to clue the player for other things to look for on their second playthrough.

A note about the title: I'm horrible with coming up with titles. I initially threw in "Venice" as a placeholder for the title and filename, knowing full well that it sucked and intending on changing it later. Partway through I changed it to *A Lady in Waiting* as a slightly more interesting working title. I wasn't intending on actually using it as Veronica is a lady, not a lady-in-waiting, but I just never came up with a better title before it was too late and I needed to submit the game for the comp.

Well, there you have it, the twists and turns of game design from start to finish! I hope it's helpful for all of you game-design hopefuls out there!

Normville High

Review by Purple Dragon

Game Info:	Normville High
Author:	BBBen
Release Date:	April 1, 2004
Platform:	ADRIFT 3.9
Size:	56kb
Content:	mf
Type:	ANW
Length:	Short
Reviewed:	May 2010
Extras:	Winner of A. Bomire's 2004 AIF Mini-comp



Basic Story

Samantha Bryar is the girl of your dreams. Beautiful, intelligent, talented, in short, way out of your league. But when lies spread by a bitter ex-boyfriend turn her into the school outcast you find that a kind word and deed might be enough to make your dreams come true.

Overall Thoughts

This game took first place in A. Bomire's 2004 AIF Mini-comp and as such you might suspect that it's pretty good. Well, your suspicions would be right, it is pretty darn good. Not a lot in the way of puzzles, but plenty of hot sex and a good story more than make up for that.

Puzzles/Game Play

The game starts with a pretty large info dump. If you're not familiar with the term it means that there is a lot of text at the beginning of the game with very little interaction from the player. I know that some people

have stated the opinion that they don't like this, and at this point would probably be talking about how it is a point against the game. For my part, I liked the beginning quite a lot. It is very hard to just drop someone into the middle of something and have them feel like they have any idea of what is going on. I think that the info dump is more than excusable if the author uses it to sketch in some background and/or tell you a bit about the characters, and in this case the author uses it very well.

By the time the game proper begins you already know quite a bit about both the PC, and the object of his affections. You know some of their history and motivations. You know who they are and what they want and -- at least in my opinion -- you care about them and what happens to them. Accomplishing that is a tall order during the course of an entire game. To accomplish even a hint of it in what basically amount to the introduction is amazing.

The game doesn't have much in the way of puzzles. In fact, I can really only think of one and it's a pretty ridiculously easy one at that, but since this game is much more about the story and the sex that didn't bother me a lot.

Sex

Considering how small the game is there is quite a bit of sex in it. The sex starts in the living room and once you've done everything you want to there you can move on to the bedroom and do it all over again. Every command has a unique response in each room so there is no wading through a flood of repeated comments to get to the new stuff. Not only that, but the commands seem to escalate a bit in the second scene, which is only logical.

Most of the responses are fairly small, one paragraph descriptions, but these are broken up nicely by some rather lengthy (and hot) responses for the -- er -- more advanced sexual actions. The responses for actually having sex are also repeatable, which means that between the two scenes there are a total of eight unique responses covering a variety of sexual positions.

As far a negatives go I could talk about how unlikely it would be for one act of kindness on the part of the PC to cause Samantha to open her heart and legs to him so quickly. Yes the background has been set and I can certainly see this happening as time goes by but would it happen this quickly? Well, in real life? No, of course it wouldn't, but as I've mentioned in the past this isn't real life, and keeping that in mind I think we are given more than enough to allow us to suspend our disbelief and enjoy ourselves.

Technical

The game is technically clean with only a couple typos jumping out at me. On the other hand, it's certainly not very technically ambitious so I wouldn't really expect to find any major bugs. The environments were a bit sparse and the PC was minus one important piece of equipment that it nonetheless talks about him using often enough, but other than that I have no complaints.

Final Thoughts

If you're looking for a game with clever, thought provoking puzzles, then you best keep on looking. However, if you're looking for short, fun little game with a good story, well developed characters, and a lot of great sex then this is the one for you.

Rating: B+

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

Dudeman has released one game and is working on a second. He has also released an impressive Inform 7 sex extension to help make it easier for others to write games of their own.

Knight Errant is an AIF player who has released two games and is currently working on a couple of others.

'trix has released one game, *Casting*, which was written in Inform 6, and is sporadically working on another in TADS 3.

