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THE AIF COMMUNITY
NEWSLETTER

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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.

Well, we have a pretty slim issue for you this month. I thought about holding off until after to Mini-comp deadline, but decided to go with what we've got for now. Speaking of the Mini-comp, it remains to be seen at this point whether we'll have enough entries to go ahead with it. I'll know in a couple of days, and pass the word on to you as soon as I do.



A Letter
From the Editor

Purple Dragon

Lucilla Frost sent me a little British Fox Quiz to coincide with her recent new game. You'll find it later in this issue and the prize (such as it is :) for the person coming up with the most correct answers is to be immortalized in one of her future games. So put on your thinking caps, and I hope you do better than I did.

I'm back after a one-month, unintended absence. Sometimes it's quite difficult to get these articles done in time! Even though there's been stuff going on to provoke discussion the community hasn't been really active.



by
BBBen

The long awaited British Fox sequel finally arrived this month, and I for one am quite excited about it! (I haven't had much of a chance to play it yet.) I have to say, however, that some of the initial responses to the game were quite abrasive, which I found bizarre. You would think with the dearth of games these days a major and well written new release would get a lot of positive feedback. Go figure. Still, it seems like I'm not the only one who's excited.

In other news, the mini-comp deadline is up at the end of this month and I suppose we're all about to find out whether it's a success this year. There's been a worrying lack of buzz and activity around about this mini-comp, but with the lack of new blood coming into the community it's not all that surprising. At the least it looks like we're getting one entry... *crosses fingers*

New Games

British Fox and the Nationalist Conspiracy, by Lucilla Frost. Released 18th May 2010 for TADS. British Fox returns in a brand new adventure!

This page (in case the title doesn't clue you in) is for announcements of upcoming games. Obviously, this will only appear in the newsletter if there ARE upcoming games, and if the author chooses to share that fact. This month GoblinBoy sent me this poster for his new game. No blurb to go with it, but they say that a picture is worth a thousand words. Of course, considering his last game, if that's true then he is one verbose son of a bitch ain't he?

Upcoming Game Announcements



To coincide with the final release of this game, I've prepared a short quiz on the British Fox universe. This is really just for my own ego and to provide a bit of amusement for fans, and perhaps point up a couple minor details you might otherwise miss. Send your answers direct to me at lucilla.frost@yahoo.co.uk The prize is that if I ever write another game (never, never, never again) you will get to appear in it in some fashion, hence the tie break question is to describe why on earth you might want to, given how mean I can be to my characters. The answers to about half the questions can be found in the previous two games, and the other half are only available in the new one.



1. What is Eleanore's middle name?
2. How tall is British Fox (sans high heels)?
3. When was the British wing of the Institute formed?
4. What is Mr Smythe's address?
5. What happens to Magpie's phone at the end of To Cage a Magpie?
6. What is the name of the short sighted guard in British Fox and the Celebrity Abductions?
7. What colour is Grace Snow's vibrator?
8. What is the key to the inhibitor collar made from?
9. Who made the BNDP trap door trap?
10. What memento of her father does British Fox carry with her?
11. What music is played by the BNDP Mind Control device?
12. How tall is British Fox (in high heels)?
13. What has changed about Magpie's appearance since To Cage a Magpie?
14. Where does Manticore keep the secret BNDP plan for taking over the country?
15. Describe Libra.
16. What racist joke does the BNDP comedian tell?
17. What happened to Joe the caretaker?
18. What plant grows in Mr Smythe's garden?
19. What is written on the plaque indicating Lady Windsor's parking space (and what is not)?

Tie Breaker:

20. I would like to appear in a British Fox game because...

Jenny

INSIDE ERIN The AIF Community Newsletter



By GoblinBoy

There have been a bunch of articles in the newsletter over the past couple of years on writing games. Those articles have focused mainly upon the actual “coding” aspect (“Programming Erin” and “Coder’s Corner”). While those articles are a great resource, they address only one aspect of actual game writing. And, in my opinion, possibly the least important aspect. Don’t get me wrong, “coding” is important. In fact, if you write a game you will spend at least 90% of your time coding it. But the most important aspect is the design.

And, there have been some wonderful articles presented here talking about design as well, such as AIF 101 and the One Night Stand Tutorial. Hopefully, this article on design will not be too much of an overlap with those articles and also offer some useful insights into designing your own game.

In this article, I hope to address the hardest part of writing an AIF game – realizing that some (or, possibly all) of your game isn’t going to work and chucking it away. This is very hard to do. After all, you’ve just spent a lot of time working on this particular plot point and even possibly coding it into your game. But, and hopefully you’ll recognize the feeling when it comes, it just doesn’t fit into the game.

This is when you have to be courageous. Take a deep breath, and hold onto your figurative scalpel tightly, and begin slashing.

I’ll give you an example. Some of you may be aware that a few years ago I decided to write a fan-fiction game based upon the American TV cartoon series “The Super Friends”. This show has been lampooned on American television for years, but I loved it when I was younger. Looking back, I can see how ridiculous it was. I had been wanting to write a super-heroes based game, and felt that this would make a good venue.

I’ll spare you the boring details, but I worked on this game for almost 2 years. Let me say that again: 2 years. And, while it was “finished”, it was crappy. Even as the author (who would naturally have a biased opinion), I knew this game was a stinker. I couldn’t place my finger on just what it was, or how to fix it, and even sought out helpful advice from my fellow AIF authors and community members. While they all didn’t agree with my assessment that the game was terrible, they all agreed it could use some work.

Cut to many months later. I’ve still not finished the game, and I’ve cut it up so badly in trying to fix it that it barely resembles the game I started. With heavy heart and a feeling of failure, I finally realized that the game just wasn’t going to get made. I mothballed it. It was hard to do, very hard, as I had spent almost 3 years developing the game. But it was the right choice.

Now for the good news. A few months later, I started working on the mini-comp, and realized that the one good scene I had plotted out in my mind would work as a mini-comp entry. Oddly enough, it was the only scene that I actually hadn’t written yet for my “Super Friends” game, but it turned out to be perfect. And thus was born “The Mechano-Menace” - with all new characters and villains, a new setting, and a much funnier tone to it.

The moral is that I started with a large game with very questionable content, but only by being willing to



It's So Hard To Say Goodbye

By A. Bomire

throw away almost everything I had done was I able to salvage something that was actually a decent game (even if I do say so myself).

Now, I didn't write this article just to talk about my own experiences, although I'm happy to share them to help out other writers. I used that story to illustrate my point. Sometimes, when you are writing a game, you have this great idea and feel compelled to use it. Unfortunately, not all great ideas work in the game you are currently writing. And, even more unfortunately, not all great ideas are actually great ideas.

Don't despair, however. Often is the time when I will come up with a partial idea for a game and find myself unable to fully develop it, or to use all parts of it. I hang onto them. Either I keep the snippets of code I've written, or I mentally file them away for later use. And usually I do find someplace to use them.

Two of my more popular games, "The Backlot" and "Tomorrow Never Comes", include snippets of game ideas that I had that wouldn't work. I held onto them and incorporated them into later games. As a matter of fact, almost all of my games include something that I've previously thought about or developed and ended up "on the cutting room floor", so to speak.

So, don't feel bad about cutting things out of your games. If they don't work, they need to go. But it doesn't mean that you'll never use it again.

Sorority House (Demo)

A Review by A. Bomire

Game Info:	Sorority House
Author:	JustaHack Writer
Release Date:	November 2009
Platform:	ADRIFT 4.0
Size:	20KB
Content:	mf
Type:	Demo
Length:	short
Reviewed:	June 2010



Basic Story

You play a college student who lives next door to a sorority. Every day you see the girls living there, tantalizing you with their young, attractive bodies. Tonight, you decide to do something about it.

Overall Thoughts

This game was released as a demo version of the full game, and is very, very basic. There are practically no objects to interact with, the interactions with the characters is very sketchy, and the puzzles are practically non-existent. It is just designed to give you an idea of what the author is shooting for in the full version. And, in my opinion from what little there is, what the author is shooting for isn't very nice. The player is presented as a frustrated college student who takes advantage of a raucous graduation party at the sorority next door to have his way with several inebriated women, one of whom is actually passed out. While the

use of liquor as a sexual lubricant is a tried-and-true concept in AIF (and the argument could be made that it has some success in life), the way it is carried out in this game is more comparable to rape than it is to women showing a lack of good judgment. That the women seem to enjoy the experience once the player gets going gives the whole game a misogynistic flavor that isn't to my taste.

Puzzles/Game Play

There really aren't many puzzles in this game, other than following the strict set of commands that the author presents you in a supplied walkthrough. The walkthrough is required because almost nothing in the game exists beyond the rooms and people. For example, the opening mentions studying one of the sorority girls through a telescope, which is presented in the player's bedroom as an object of importance (being highlighted in the description text). However, there is no telescope there, nor can the player look through it. So, players trying to play normally will become quickly frustrated as nothing they do seems to work.

Following the walkthrough will allow the player to experience the important parts of the game.

Sex

The sexual scenes in this game are short and to the point. Of the three women which the player can have sex with, only one is even partially willing, and she is so drunk she can barely stand. Did I mention that one of the girls is passed out, and that she and the other girl are essentially raped by the player? Yes, that is the sort of sex depicted in this game. What makes it worse, to me, is that both of the raped girls end up enjoying the encounter, moaning in passion and so on. Not exactly what I would call normal reactions, even in the admittedly skewed logic of an AIF game. All three women exhort the player to pull out before impregnating them, which the player can do. However, continuing to orgasm does indeed make each girl pregnant - a fact revealed in the ending.

Technical

As I pointed out in the **Puzzles/Game Play** section, this game is a demo, and is not fully implemented. As such, you would expect it to have technical problems. And it does. Nothing that caused the game to lock up or crash, so it is playable.

Final Thoughts

Okay, I realize that all AIF is fantasy. It represents a way for players to act out situations that they will never be able to experience in real life. And, I've read enough erotic fiction to realize that some players' fantasies are indeed to have sex with women against their will and impregnate them. This isn't my fantasy, and that probably is obvious from this review. I didn't like this game. I mean, I really didn't like this game. But, I am open minded enough to realize that it is just fantasy, and not real. You may like this sort of thing. If so, if and/or when this game ever gets completed it may be exactly the type of game you enjoy. But it isn't for me.

Rating: F

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

Submitting your work to Inside Erin:

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



Editor:

Purple Dragon has written several AIF games including *Archie's Birthday - Chapter 1: Reggie's Gift*, *A Dream Come True*, and *Time in the Dark*. He has received one Erin award and been nominated for several others.

Staff:

A Bomire is the author of several TADS AIF games, including *Dexter Dixon: In Search of the Prussian Pussy*, *Tomorrow Never Comes* and *The Backlot*. His games have won numerous awards and Erin nominations. He was the co-recipient of the Badman Memorial Lifetime Achievement Award in 2006.

A Ninny is an AIF player, author of four AIF games and frequent beta-tester. His *Parlour* received an Erin for Best "One Night Stand" game in 2004 and his most recent game, *HORSE* walked away with three Erins at the 2007 awards show.

BBBen is an author of a number of Adrift AIF games. His games have received numerous Erin awards and nominations and first place in A. Bomire's 2004 mini-comp. He was also the recipient of the 2007 Badman Memorial Lifetime Achievement Award.

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

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.

