



Contents

A Letter from the Editor	1
2010 Mini-comp results	2
Mini-comp Reviews	
Entrancing Sin	3
Sibling Seduction	6
Redskirt	8
Once Upon a Dream	11

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.

Welcome one and all to another edition of Inside Erin. We have a streamlined issue for you this month (is it me, or is that happening a lot lately?). Another Mini-comp is behind us and A. Bomire has the results for you in just a moment. He also leads us out in some reviews of the games followed by Rip_CPU and a couple from me.



Well, as most of you no doubt know, we ended up with four entries this year. Not exactly what I would call a great turnout. It seems like we get fewer each year, and fewer games in between comps. What the problem is and what the solution to that problem is has been batted around too many times to count and I'm not planning on rehashing it here except to say this.

It has been suggested that one of the problems in the community is that the organization of the newsletter itself, with the structure and critique that it has brought, has contributed to the downfall of the community. Two years ago I would have, and actually did as a matter of fact, argue against that idea. Now I'm not so sure.

I will say that given the lack of activity in the community as a whole, it is getting harder and harder to manufacture things to go into this newsletter and I'm getting more and more tired of trying. You should probably expect short newsletters to become the norm unless we get an influx of people wanting to contribute. I've said it before (more than once) but the only way for this to really work well is if we get more people involved.

I apologize for being such a downer. I realize that this should be a happy occasion, let's not argue about who killed who -- sorry, I just watched The Holy Grail, and everything reminds me of a line. Anyway, what was I saying? Oh, right, it might not be the best turnout, but we did get four games, and all things considered it's not a bad crop. Three of the four games were by new authors so maybe that's that greater participation that I was talking about. I certainly hope so, and I hope that people don't wait until the next mini-comp to release a game. After all, it is certainly legal (in most countries anyway) to release a mini-comp sized game pretty much any time you want to.

I know that GoblinBoy has what is sure to be another mammoth hit coming up sometime soon, and I know we're all looking forward to it. But it's not fair to him for his to be the only games coming out. After all, if that's the case then what does he get to play? So come on guys and girls, do it for GoblinBoy, do it for your fellow community members, or do it for yourself. Here's hoping to see a few more fun little games in the near future.

This year we had a great turn-out in voting. There were close to 70 votes turned in. A good job by all of the authors who submitted games to this year's comp, as in every category each game received votes for first place (and in almost every category, those games received multiple votes). In most of the categories, the running was close, requiring multiple rounds of "instant runoff voting" to determine the winner.

Well, I won't keep you in suspense any longer. Here are the results by category:



Best Concept

1st Place: Once Upon A Dream
 2nd Place: Entrancing Sin
 3rd Place: Redskirt
 4th Place: Sibling Seduction

Best Writing

(very, very close to a tie for 2nd)

1st Place: Once Upon A Dream
 2nd Place: Entrancing Sin
 3rd Place: Redskirt
 4th Place: Sibling Seduction

Best Characters

(almost a tie for 1st!)

1st Place: Once Upon A Dream
 2nd Place: Entrancing Sin
 3rd Place: Redskirt
 4th Place: Sibling Seduction

Best Sex

1st Place: Once Upon A Dream
 2nd Place: Redskirt
 3rd Place: Entrancing Sin
 4th Place: Sibling Seduction

Best Technical

(almost a tie for 3rd)

1st Place: Once Upon A Dream
 2nd Place: Entrancing Sin
 3rd Place: Redskirt
 4th Place: Sibling Seduction

Best Enjoyment

1st Place: Once Upon A Dream
 2nd Place: Entrancing Sin
 3rd Place: Redskirt
 4th Place: Sibling Seduction

As the above votes clearly show, the overall winner is: Once Upon a Dream!
 Congratulations to Purple Dragon!

Another mini-comp has come and gone, with another crop of wonderful entries. This year was a little scant compared to previous years, but offered some quality games none-the-less. This year, three of the four authors who submitted games were all new authors. (Assuming, of course, that “anonymous” is not another experienced author masquerading as a new author.) This represents the highest percentage of new authors in any competition yet. Another possible first: half of the games submitted were written with a female lead. Hopefully, all of our faithful readers have already played the games submitted this year, but in case you haven’t here are a couple of small reviews of the four entries.



Entrancing Sin

Game Info:	Entrancing Sin
Author:	Anonymous
Release Date:	June 11, 2010
Platform:	TADS 3
Size:	580KB
Content:	mf, mc, voyeur
Type:	ANW/dating SIM?
Length:	Short
Reviewed:	July 2010

Basic Plot

You are Ashley, a student studying for her LSATs. (To those who don’t know, the LSAT is a test to enter law school.) To help pay for college, you have taken a job with a local artisan/photographer, Brayden. While there, you are tempted by the sins of the “big city” - the bar downstairs, the modeling opportunities working for Brayden provides, the distractions that can be found on the Internet, etc.

A Review by A. Bomire

Game Play

The game reminded me of many of the “dating sim” games, where each day you decide your course of action, with each choice in activity having an impact on you. Each day you awake, go to work in Brayden’s studio, then spend the evening either in the bar downstairs or studying for your LSATs. Some players may find the repetitive nature of the game tedious, but there are variations as the game progresses. These variations give the game good replay value.

Sex

This is probably the most frustrating part of the game (besides the repetition). You have to play the game for a while to get to the sexual aspects of the game. That is to say, to *successfully* get to the sexual aspects of the game. As Ashley’s (your) resistance to her baser instincts weakens, she will allow herself to indulge in sex

acts. Attempting them too quickly will cause her to flee Brayden's studio, effectively ending the game.

Technical

The game didn't have any major technical problems, other than appearing to be unfinished. There was more than one area of the game that the author evidently intended to flesh out, but appeared to either run out of time or simply didn't implement.

Final Thoughts

This game was much discussed online, especially at Yahoo. Many players found the replay value of the game attractive. I, for one, found the repetitive nature a bit tedious, but I have the same issue with dating sim games. Other players may not have this issue.

A Review by Rip_CPU

Concept

The concept is one that I find to be excellent. Ashley is slowly being brainwashed into becoming a sex slave, a theme more commonly found in the Hypnopic Collective games than AIF community games. But unlike the Hypnopic games, Entrancing Sin has a much more subtle brand of hypnosis. So subtle in fact that the player may not even notice it until having gone through a few days. But slowly, Ashley's reaction to things and object changes as her mind is changed. It is a lot of fun to see how many things she can interact with and how things differ.

Game Play

The game play is a little tedious. There is simply not a lot to do, day to day. There is clearly intended to be more, as during the day you are supposed to be able to do office work, but the author did not manage to finish that on time and instead there is only a placeholder left in game. Hopefully the author will come back and finish this portion, and the office work may provide some much needed activity for Ashley to do when she isn't figuring out what to wear or being brainwashed.

Technical

Aside from the aforementioned incomplete portion, there are a few small technical problems. Nothing in terms of actual bugs, and the menu based conversation system is quite well implemented. However, there are little annoyances, primarily with the clothing system. The nature of the game necessitates that Ashley has to remove her clothes in the evening before bed (So that you can see how her attitude has changed via her willingness to wear gradually more revealing outfits). But there is a glaring lack of a "strip" command that will instantly remove all her clothes. Instead, the player is forced to instruct Ashley to remove her clothing piece by piece. This might not have been so bad if there was perhaps sexy descriptions of her doing so (a possible addition for the future?), but that is not the case. So every night she needs to remove her top, her bottoms, her bra, and her panties. Every morning she must put them on again in reverse order. I was personally very glad when Ashley got brainwashed to the point of going without a bra, simply because it's one less object to fiddle with each day. One simple added command would've saved a great deal of aggravation.

Sex

For a game that is filled with sexual atmosphere, there is actually very little actual sex. There is only one possible sex scene, and that scene is lacking in interactivity, especially by modern AIF standards. Prior to that final scene of intercourse, Ashley can be made to masturbate, but doing so only returns one short line of description with no variation. The descriptions and conditions of the game create a very sexually charged environment, but the payoff is very sadly lackluster.

Final Thoughts

The game is lots of fun, and with a lot of replay value as there are so many things that can be interacted with to cause a different route of brainwashing for Ashley. The rather simplistic sex descriptions and unfinished portions prevent the game from reaching its full potential, however. With a bit more work and expansion, the author can really make this into a fantastic game, an instant classic. I hope the author, whoever he might be, will continue to improve this game. Also hope he'll actually tell us who he is. This is the internet, mate! No one knows your identity, just make up a screenname so we don't have to refer to you as Anonymous.

A Review by Purple Dragon

Game Play

The game play in this one was certainly not your typical AIF fare. I agree with A. Bomire above that it plays more like a dating SIM than a regular AIF game. This isn't necessarily bad, just different. It does seem rather repetitious, but there are enough difference and variables to overcome a lot of that.

Technical

Most of the technical issues with this game are ones of omission, rather than problems with existing content. The game just doesn't feel quite done. Of course, there are a couple of areas (the office jobs) where this is obviously exactly the case. But even in other areas there are little things that lead me to believe that the author wasn't quite done with what he had planned.

Sex

I'm of two minds when it comes to the sex in the game. On one hand, the author does a marvelous job of building up the sexual tension throughout the game. From the brief conversations with Brayden, to Ashley's responses to clothing, objects, and other events in the game, to the voyeur scenes out the window of her room. It all got my motor running and had be ready for more.

Unfortunately, when you do get to the actual sex scene there just isn't a lot there. Some commands aren't implemented at all, and the ones that are, normally lead to rather short, curt responses. The sex, and the game itself was pretty hot as far as it went. It just didn't go far enough.

Final Thoughts

Overall I think that this was a very good start for a game. There are a lot of little things that you can do or find that make it much more replayable than a lot of games. I also really enjoyed the dorm room ending. It

is interesting to see what had changed based on what I did in the rest of the game. It's a very nice little pseudo scoring system to let you know how good (or bad, I'm a little unsure of which is which in this one) you did. I'll add my hopes to the other two reviewers that this author returns and finishes the great start he has here.

Sibling Seduction

Game Info:	Sibling Seduction
Author:	LordYoni
Release Date:	June 11, 2010
Platform:	ADRIFT 3.9
Size:	52KB
Content:	mf, incest, underage
Type:	ANW
Length:	Short
Reviewed:	July 2010

Basic Plot

You and your sister are home alone during a major storm. When the power goes out, you decide to check up on your sister. Seeing her in the warm glow of the dying fire, you are overwhelmed with feelings - the feelings of a man for a woman.

A Review by A. Bomire

Game Play

This game is a basic "treasure hunt". There are several objects that you need to find, located throughout the home. Once you do, you bring them back to the room your sister is in and use them in an appropriate manner.

Sex

Your sister is remarkably accepting of your advances, if you have satisfied her romantic desires, of course. The sexual scenes are nothing special. They aren't bad; they just aren't particularly well written, either.

Technical

The game has no major faults, although there are quite a few minor ones. Misspellings and grammatical errors abound. Your sexual actions with your sister are dependent upon you finding all of the "treasure items" (i.e., items that will get your sister into a romantic mood), but there is no indication of what they are or when you are missing one - other than your sister rejecting your advances.

Final Thoughts

This game is a classic first game, with the typical signs of a first-time author: misspellings, grammar errors, and simplistic plot. Hopefully, LordYoni can take the lessons learned from authoring this game and come back again with a better offering.

A Review by Rip_CPU

Concept

A basic concept. Guy wants to sleep with his sister. Hardly unfamiliar territory for AIF games, and while it's not everyone's cup of tea it isn't too shocking or taboo. The execution of the concept is very flawed, I'm afraid. More on that later.

Game Play

The puzzles of the game are fairly old school AIF type puzzles, wherein you have to find a variety of different objects and then simply use them one at a time. For the most part it's uncomplicated, although some objects may be harder to find than others.

Technical

There are no game breaking bugs, although there are quite a few bugs here and there. Objects or body parts may need to be referred to by a different phrase than as described, that sort of thing. But more glaring than the bugs are the writing and grammatical errors all over the place. Spelling, punctuational, capitalization, spacing... there are many of these errors in the INTRODUCTION alone. It makes the game feel very sloppy.

Sex

Terrible. Not because of the incest angle, but because we have no idea WHY the unnamed PC decides to just now go after his little sister. The sister isn't particularly interesting in any special way, and it wasn't as if she was in a particularly arousing situation when we first meet her (ie, just stepping out of the shower in only a towel). She has all the personality of a piece of cardboard, with a few cliches about girls enjoying chocolate and fireplaces and candles tacked on. This makes the sex dull and uninteresting, and given that this game is only focused upon the sex...

Final Thoughts

Poor writing and an absolute lack of characterization makes this the weakest of all the entries this year. There is simply nothing in this game that is unique or interesting, from the scenario to the puzzles to the characters.

A Review by Purple Dragon

Game Play

The game play here is a classic treasure hunt. Find the right items, do the right things with them, and the sex is unlocked. It would be nice if there was some indication of exactly what you needed to find to unlock the full scene. If you're missing an object you can get part of the way through it (which I like better than having to get everything first, it just makes more sense to me this way) but then you hit a wall. While it wouldn't be the easiest thing to implement, a hint at that point as to what you are missing would be nice.

Technically

There are quite a few typos, etc in the game, which shows just how important beta testers can be. The game is fairly simple, but there are really only a couple of other larger problems, and none of them are game-killing. My biggest gripe is that “touch” and “rub” when related to bodyparts are not always treated as synonyms, which is annoying, but not a particularly big deal once you are aware of the fact.

Sex

The sex in the game was pretty decent. Not outstanding, but it certainly had its moments. As long as you have all those objects I mentioned above before you started it allows you to progress through the scene at your own pace.

Of course, there are the questions of why the PC is so interested in his sister, and why she is so accepting of his advances, but for the moment I willing to chalk the answers to those up to, “because it’s an AIF game, dammit!” and leave it at that.

Final Thoughts

The subject matter (the sexual interest being your underage sister) will obviously not appeal to everyone. However, if nothing else, this game shows us that all games dealing with this subject matter need not be unmitigated disasters as one past, very prolific, very bad author did his darnedest to prove to us.

Most of the problems that you see with this game are pretty typical of first-time authors, and since this was a first-time author, that’s not terribly surprising. Now that he has gotten his feet wet I’m looking forward to his next attempt.

Redskirt

Game Info:	Redskirt
Author:	Begferdeth
Release Date:	June 11, 2010
Platform:	I7 (Blorbed Z-code)
Size:	409KB
Content:	mf, very humanoid aliens
Type:	ANW
Length:	Short
Reviewed:	July 2010

Basic Plot

You are one of the infamous “red shirt” security personnel, although in this game you play a female, hence the “red skirt”. You join Captain Cork, Commander Shock and Doctor McLovin on an away mission on Cygni Beta VII. In a reverse of just about every episode of Star Trek (the original series), everyone else is captured and it is up to you to free them.

A Review by A. Bomire

Game Play

The game is rather short. After you solve a set of puzzles, you confront Darvon. There you challenge him to a game. He wants you to play his version of marbles, but you convince him to exchange sexual acts. The main point of the game (besides the sex), is to satirize many of the stereotypes of the original Star Trek series.

Sex

The sex in this game is part of the game you play with Darvon. Your goal is to outlast Darvon, as with each of his orgasms one of your crewmates is released. The sex scenes are actually fairly well written and hot.

Final Thoughts

This game has a nostalgic feel for “old time” AIF-ers, such as myself. It harkens back to the early days, when almost every AIF game was based upon the Star Trek universe. Begferdeth offers a new take on the familiar theme, satirizing the original series. Some of the humor comes off as too “in your face”, while others are more subtle pokes at the series (the “painted styrofoam” cave walls and boulder, for example).

A Review by Rip_CPU

Concept

Points immediately awarded for making a Star Trek game. Some of the earliest AIFs were Star Trek fan games, and it's good to see someone return to this theme. I did find it rather distracting that instead of being named Kirk or Spock, the characters have such parody names like Captain Cork, Commander Shock. I think it would've been fine to simply go with the original names, the tone of satire is clear enough that we don't need to change the names around.

Game Play

The puzzles were made well enough, and fairly fun for what they were. They weren't so complex as to require leaps of logic or guess the verb, but they weren't immediately obvious either. But they seemed a little pointless, existing merely to take up rooms and time. Why is there a boulder monster, or a phaser-proof door with blinking lights? No reason, just because they're there.

Technical

There are some minor technical bugs here and there. For example, during the sex sequence, you can get a message saying that your partner is still dressed so you can't give him a blowjob. But then the game gives the blowjob description anyhow, and you can get points for it too. In another example, while the rest of the away team were trapped in giant glass balls, the objects were inconsistently named. The giant ball containing Shock was named: “Shock's Ball”, but the one containing the Captain was simply named “cork”. None of these bugs are too offensive or gamebreaking, but do suggest a lack of betatesting.

Sex

The meat and potatoes of this game, the sex is pretty decently written, but not actually all that... sexy. For a green-skinned alien babe, the PC is no different from any generic girl from earth. And for an all powerful Q-like entity, Darvon seems like a COMPLETE twit.

Final Thoughts

The game isn't bad, but it isn't great enough to be memorable. It is simply fun, generally inoffensive and not too complex.

A Review by Purple Dragon

Game Play

First off, this game is set in the Star Trek universe, and not only that, but in the time of the original series. That in itself was enough to get me interested. When I started playing I was even happier about the way it was turning out. The author has a good sense of humor, and the little inside jokes like the styrofoam cave walls and the rock monster has me chuckling to myself as I played.

The game play itself is pretty standard for a mini-comp entry. There is a single sex scene, and a couple of puzzles thrown in the way to get to said sex scene. Nothing too inventive, but nothing particularly bad either.

Technical

There were several little problems here, but nothing too distracting. Little inconsistencies and typos once again show the point of having the game beta tested, but they didn't ruin the game for me at all.

I did find it a little amusing that you can kill all three of your crewmates and then proceed with the rest of the game as if nothing happened, having sex with Darvon for the prize of him sending their corpses back up to the ship. Then again, the sex isn't really supposed to be a means to an end, but the end itself right?

Sex

Speaking of the sex, I found it to be pretty good overall. It was well-written and pretty darn hot. I will echo Rip's comments that more could have been done with the fact that the two participants are aliens, and one a nearly all-powerful one, but that would have been icing on the cake. Not having it didn't detract from what was there in my opinion.

Final Thoughts

Good writing, good humor, hot sex, and Kirk -- er, sorry -- Cork and the crewmembers smoldering corpses in big glass balls, what's not to love?

Once Upon A Dream

Game Info:	Once Upon a Dream
Author:	Purple Dragon
Release Date:	June 11, 2010
Platform:	Inform 7 (Blorbed Glulx)
Size:	898KB
Content:	mf, ff (voyeur), underage (16yo)
Type:	ANW/narrative
Length:	Short
Reviewed:	July 2010

Basic Plot

This game follows the familiar plot of the children's story "Sleeping Beauty". If you aren't familiar with Charles Perrault's *Tales of Mother Goose*, you are probably more familiar with the 1959 Disney film, *Sleeping Beauty*, which this game follows closely. It even uses (altered) images from the movie, with the title coming from a song in the film. In it, you play the part of Prince Phillip, who battles the evil Maleficent to free Briar-Rose from her magical sleep.

A Review by A. Bomire

Game Play

This game has a different style than many AIF games. It is basically a long story, interspersed with scenes of play. So, there is a lot of text to read through for each scene. Many of the puzzles in the game boil down to making dialog choices in conversation with various characters. Sort of a mini-CYOA ("Choose Your Own Adventure"). Oh, and you may come to hate the song "Once Upon a Dream" after the fourth or fifth time hearing it as the game progresses.

Sex

The sex is rather well written in this game, with a teaser written into the beginning when Prince Phillip and Briar-Rose first meet, followed by their later consummation after he frees her from her curse. Included are some pictures of the various characters, including Maleficent!

Technical

The game is technically polished, with hardly any typos, misspellings, grammatical errors or the like. It handles the music and sounds well, with smooth transitions from scene to scene. Some players may have trouble playing the game as it is in "gblorb" format, requiring a Glulx interpreter to play.

Final Thoughts

I enjoyed this game, although some may find the long transitional "cut-scenes" a distraction from the actual game play. The sudden addition of a famous scene from *Monty Python and the Holy Grail* was a bit off-putting, being as it was out-of-character for the rest of the game. And the twist at the end gave the game a

feeling of being an introduction to a much larger game, or a series.

A Review by Rip_CPU

Concept

Very, very interesting. There have been naughty fairy tale games before, I believe, but never has a game followed the Disney movies so closely. I think the introduction is actually taken from the Sleepy Beauty movie by the letter, although I don't have a copy of it to check. Either way though, it certainly FEELS like you are in the Disney film. The downside to this though is that there seems to be very little about this that is "Adult". Oh, there is a few lines of dialogue here, and a brief flash of nudity there, but most of these are all dead ends. For the most part the game is rated G until you reach the sex scene at the very end.

Game Play

The puzzle of escaping from the dungeon is very invigorating and fun. Sadly the same cannot be said for much of the other portions of the game. Aside from that one portion, the rest of the game is menu based choices. You typically have 2 or 3 choices, and of those only 1 is the correct choice. Picking the other ones lead to a quick game over which you have to undo from. Ultimately that makes the game not actually all that interactive. It's a shame because the writing is VERY well done and it's obvious the author put a lot of effort into it, but we really might as well have just gone and watched the Disney movie for the first 80% of the game and then returned for the sex scene. I did, however, find the unexpected Monty Python parody very funny.

Technical

Perfect. Or so nearly perfect that I did not managed to notice anything wrong. The only technical problem I had was finding the right interpreter to play the game, but that's my problem, not the author's.

Sex

It's... well, it's well written, but I didn't like it much. The reasons I did not enjoy the sex scene are all my personal opinion, however. Firstly, I don't find Sleeping Beauty to be all that attractive. She's one of the most boring of all the Disney princesses (The hottest one, by the by, is Jasmine). Secondly is the fact that the sex scene uses what I consider a very annoying mechanic often seen in older AIF (that has been thankfully phased out in more recent games). Forcing players to input the sex commands in a certain order. You must rub certain body parts before you're allowed to lick certain other body before you are finally allowed to stick some of your body parts into some other body parts. It's ridiculous! I appreciate good foreplay, but the fact that these things tend to be coded in a way that you MUST do it in a certain order like you're following an instruction manual is stupid. In the specific instance of this game, I find it very frustrating that I couldn't go down on Princess Aurora, and I couldn't figure out why! I had kissed and rubbed basically every other inch of her body, but the game still told me that eating her out was moving too soon. Then finally, it turns out that she needs to rub Prince Philip's dick before she'll allow him to go down on her. What kind of a cocked-up prerequisite is that?

Final Thoughts

There is so much to enjoy about this game, but strangely enough it just isn't what I expect from an AIF game. I enjoyed the writing, the puzzle game play, the concept and atmosphere. I did not enjoy the actual sex bits very much though. But the great thing is that the author is hinting that he'll expand this into a full game involving all different kinds of Disney princesses. Perhaps those will be more... arousing.

Response from Purple Dragon

I know that you don't normally see authors responding to reviews directly like this. On the other hand, authors don't normally have the opportunity to read the review before it is printed (one of the benefits of being editor). So since I do have this opportunity, I just had one question for Rip_CPU.

What the hell are you talking about?

I HATE games that make you go through the sex scene in one particular order. I would never inflict that on my players. So, to defend my good name -- well -- my name anyway, I'll explain how the scene is set up.

The scene is kind of broken up into two sections. First there is a brief, "getting to know you" section, followed by the main part of the scene. During the first part, most of the commands are available to you, but you get very, very tame responses to them. This was my attempt to show that Aurora is still a virgin and that Phillip is sensitive to that fact (who says all guys are jerks?). There are several commands that will help you progress to the main part of the scene. Specifically, they are:

Kiss her
rub tits/ass/pussy
lick tits/ass
Aurora, rub cock

There are a few other commands you can try, but these are the ones that will advance the scene. Out of these seven commands, you have to do any five of them IN ANY ORDER to move on. It's true that going down on her isn't one of them, just as her giving you a blowjob, and outright sex isn't. I thought that these actions were much too advanced for the opening of the scene. If you were still getting the "too soon" response it means that either you had not "kissed and rubbed basically every other inch of her body." or that you have a bug in your version that is not showing up in mine (certainly a possibility).

Once you get to the main part of the scene there are two additional responses to most of the commands. There are only two commands (I think) for which you have to have done something else first. To have her give you a blowjob you have to have gone down on her, and also had her rub your cock (not counting if you had her do that in the opening part since that response is really too tame to count properly). The other command is actually having sex, which ends the game by the way, for which you have to do several other commands first (any 5 more I think it was).

Okay, I know, way too much information like usual, but I didn't want people who have not played the game yet to think you actually have to figure out the one correct order of actions to get through the scene. At any rate, if you had this problem then others probably did as well so next time (if I do it this way again) I'll either loosen the requirements or make more actions available so that it doesn't come up again.

As far as the rest of the review goes, I have a hard time disagreeing with you. It is a very tame game until the end. Although there are two cutscenes (one a voyeur scene and one in which you are a participant) that you can see on your way. Of course, if you see one of them (I'll let the player figure out which) it means that you'll eventually end up losing the game, but still, it's in there. :)

Anyway, thanks for the review. Feedback is always greatly appreciated. In fact, thanks to both you and A. Bomire for writing up all the reviews.

I also wanted to give a big thanks to my beta testers. I didn't realize until after the games were released that I didn't even thank them in the game itself and I apologize for this unforgivable oversight. Both of the reviews above mention that the game is in good shape from a technical point of view, and this is due in a very large part to their efforts. So thank you Knight Errant, and ExLibris. Your help was greatly appreciated.

To round out my thanks, I'd like to thank all the authors who participated in the mini-comp, and thanks to everyone else out there who voted or read all the way through all this stuff. We'll see you next month.

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 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.

