

## I N D E X

- Aarseth, Espen, 7, 12, 23, 30  
*Acheton*, 115–116, 236  
Activision, 191  
Actor, 33  
*Actor's Nightmare*, 138  
Adams, Douglas, 104, 164, 165, 172, 174  
Adams, Scott, 7, 125, 195  
ADRIFT, 221  
Adult interactive fiction (AIF), 156–157, 231  
Adventions, 191  
*Adventure*, 4, 8, 83, 85–93, 95, 115, 119, 125, 162, 188, 226, 228, 236  
computer programming and, 92  
as cooperative game, 34  
date of creation, 91  
development of, 9–10  
endgame segment, 90  
imitators of, 194–195  
inaccurate references to, 9–10, 11  
lantern in, 88  
literary machines and, 65, 66–73  
literary riddles, 42  
mazes, 90–91  
origin of, 66  
parser, 108  
setting of, 88  
vs. *Zork*, 99–101, 108, 109, 112, 114  
The Adventure Development System (TADS), 13, 197–198, 201, 221  
Adventure games, 193–195, 202. *See also specific adventure games*  
Adventure Game Toolkit (AGT), 196–197  
*Adventure in the Fifth Dimension*, 152, 236  
*Adventureland*, 6, 121, 236  
Adventure Master, 196  
*Adventure Quest*, 185, 236  
*Age of Wire and String, The*, 17  
AGT (Adventure Game Toolkit), 196–197  
AIF (adult interactive fiction), 156–157, 231

- Aisle*, 217–218, 236  
 Aldhelm, 54  
*Alice in Wonderland*, 152, 160  
*All Roads*, 31, 220, 236  
*Amnesia*, 182–185, 236  
*ANALOG*, 152  
 Ancient Greeks, 53, 67  
 Anderson, Dave, 128  
 Anderson, Tim, 80, 99, 125  
 Aristotle, 50  
 ARPANet, 80, 86, 89  
*Ars Generalis Ultima*, 68  
*Arthur: The Quest for Excalibur*, 122, 158, 166–168, 170, 237  
 ASCII, 105  
*Avalon*, 191  
*Avon*, 116, 237  
  
*Babel*, 139, 237  
*Bad Machine*, 31, 237  
*Baf's Guide to the Interactive Fiction Archive*, 6  
 Baggett, David, 107, 190–191  
 Baker, John, 208  
*Ballyhoo*, 122, 140, 158, 237  
 Barlow, Sam, 217  
 Barringer, Matt, 218  
 Barthes, Roland, 3, 12  
 Bartle, Richard, 223  
 BASIC, 195, 196  
 Bates, Bob, 190  
 Bates, Joseph, 97, 198  
 Baudrillard, Jean, 3  
 BBN (Bolt, Beranek, and Newman), 10, 86  
*Being Andrew Plotkin*, 210, 237  
  
 Bennahum, David, 227  
 Benton, Chuck, 156  
 Berez, Joel, 125, 126  
 Berlyn, Michael, 29, 110, 142–145, 146, 173, 191  
 Berlyn, Muffy, 191  
 Berne riddles, 54  
 Berners-Lee, Tim, 225  
*Berzerk*, 175  
 Best Game XYZZY Award, 210  
*Best of Three*, 219, 237  
*Beyond Zork: The Coconut of Quendor*, 122, 141, 158, 237  
 Biblical riddles, 52–53  
 “A Bill of Player’s Rights,” 49, 198  
 Blank, Marc, 6, 33, 46, 48, 80, 99, 125, 126, 135, 140, 142, 145, 165  
 Board games, 48–49  
*Boggit, The*, 218, 237  
 Bolt, Beranek, and Newman (BBN), 10, 86  
 Bolter, Jay David, 8, 72  
 Bonner, Anthony, 68  
 Books, into interactive fiction, 170–174  
 Bookworm riddles, 54  
*Border Zone*, 46, 122, 158, 165, 188  
 Borges, Jorge Luis, 45  
 Boston Cyberarts Festival, 1  
 Boston T1 Party, 1, 221, 232  
 Bradbury, Ray, 172  
*BrandX*, 116, 237  
*Brave New World*, 153, 155  
*Breakers*, 175, 237  
 Briggs, Amy, 158  
*Brimstone: The Dream of Gawain*, 175, 237

- Broos, Mike, 125  
 Brown, Donald, 196  
 BTZ language, 174  
*Bureaucracy*, 104, 122, 158, 164, 237  
 Burroughs, William, 69, 70  
  
 CAAD (Club de Aventuras AD), 189  
 Cadre, Adam, 1, 60, 104, 155–156,  
     213–217  
*Caelica*, 177  
 Cambridge, England, 115–117  
 CARMONETTE, 78  
 Carroll, Kieran, 95  
 “La Casa de Asterion” (The House of  
     Asterion), 45  
 Cascade Mountain Publishing, 191  
*Cave of Time, The*, 71  
*Cent mille milliard de poèmes*, 70  
 Challenge, of interactive fiction, 47–49  
 Chance, Christopher, 196  
*Change in the Weather*, 208, 209,  
     213–214, 237  
 Chapman, Stanley, 71  
 Characters, 32–34  
 Chess-playing automation, 76  
 Child, Judith, 218  
 Choose Your Own Adventure books,  
     71, 125, 131  
*Christminster*, 205–207, 214, 237  
 Clarke, Arthur C., 145, 172  
 Clarvoe, Anthony, 226  
 Club de Aventuras AD (CAAD), 189  
*Coke Is It!*, 218, 233, 238  
*Colossal Cave*, 88. *See also Adventure*  
 Command, 26, 28  
*Composition no. 1*, 71–72  
  
 Computer game construction kits, 196  
 Computer games, early, 76–80  
 Computer poetry, 72  
 Computer program listings, 195  
 Computer programming, 92  
 Computer simulation, for systematic  
     world creation, 44–45  
 Cook, Erwin, 22–23  
 Coover, Robert, 75–76  
 Copy protection, 159  
 Cornelison, David, 209, 221  
*Corruption*, 188, 189, 238  
 Cortázar, Julio, 71, 139  
*CosmoServe: An Adventure Game for the*  
*BBS-Enslaved*, 197, 238  
 Courses, 31–32  
*CrashDive!*, 152, 238  
*Crobe*, 116, 238  
 Crombie, John, 71  
 Crossley-Holland, Kevin, 55  
 Crowther, Will, 10, 11, 86–93, 95, 99  
*Curses*, 117, 201–204, 213, 214, 238  
 Cutler, Scott, 125  
*Cutthroats*, 122, 238  
 Cyberspace, poetry and, 38  
*Cybertext*, 135, 138  
*Cyborg*, 143–144, 238  
 Cycles, 25  
  
 “Dada Manifesto,” 69  
 Daniels, Bruce, 80, 99  
 Daniels, Marc, 99, 100  
 Dante, 175  
 Davis, Bruce, 167  
*Deadline*, 6, 8, 33, 122, 135, 137–139,  
     145, 157, 179, 206, 209, 216, 238

- Déjà Vu: The Nightmare Comes True*, 182–183
- deMause, Neil, 205
- Detective*, 218, 238
- Dickinson, Emily, 59
- Diegesis, 26, 28, 29–31
- Digital narratives, 11, 12
- Directives, 26, 27, 28
- Disch, Thomas, 182–185
- DM (Dynamic Modeling Group), 79–80
- Doctor Illuminatus. *See* Llull, Ramon
- Dog Star Adventure*, 195, 238
- Doom*, 80
- Dornbrook, Mike, 127, 129
- Douglas, Jane, 11
- Dr. Dumont's Wild P.A.R.T.I.*, 191, 238
- Drama systems, interactive, 198–200
- Dungeon*, 98, 100. *See also Zork*
- Dungeons and Dragons*, 10, 33, 37, 65, 74–76, 86, 87, 88–89, 91, 99, 112, 145
- Durang, Christopher, 138
- Dynamic Modeling Group (DM), 79–80
- Dyslepsis, 139
- Eamon, 196
- Earthsea Trilogy*, 140
- EBCDIC, 105
- Education, interactive fiction in, 225–226
- Electronic literature, 1, 231–232
- Electronic Literature Organization, 1
- ELIZA/DOCTOR, 65, 81–83, 85, 91, 180
- Ellis, Sean, 196
- Empire Strikes Back, The*, 134, 196
- Enchanter*, 122, 140, 238
- End of Books—Or Books Without End?*, The, 11
- English riddles, 57–60
- Ergodic literature, 23, 65
- Eric the Unready*, 190, 239
- Essex*, 175, 239
- Eusebuis, 55
- Exchange, 26
- Exeter Book, The*, 4, 40, 55, 62–63
- Exhibition*, 6, 167, 239
- Existential, 33
- Explanation of America, An*, 175
- Extradiegesis, 26, 28, 29–31, 31
- Extra Life: Coming of Age in Cyberspace*, 227
- F (language), 95
- Fabula, 25
- Façade*, 200
- Fahrenheit 451*, 155, 172, 239
- “The Figured Wheel,” 180–181
- Final reply, 31
- Final situation, 31
- Finley, Ian, 6, 139
- Finnegans Wake*, 45
- Fish!*, 188, 189, 239
- FisK*, 95, 239
- Floyd (robot character), 30, 114, 149–151
- Fogleman, Patricia, 146
- Fontaine, Charles, 57
- For a Change*, 15–16, 24, 239
- “Dead End,” 21
- “Inside the Cave,” 19
- “In the Shade,” 17–18

- “Lantern Room,” 19–20  
 “Outside Cave,” 18  
 partial map of, 21–22  
 session text, 16–21, 27, 34  
 “Sloping Passage,” 20  
 “Under the High Wall,” 16, 17  
 “Without Light,” 20  
 Foreman, C. E., 218  
 FORTRAN, 87, 98, 99  
 Frame story, 25, 29  
*Frederick Pohl’s Gateway*, 190, 239  
*Fyleet*, 116, 239
- GAGS (Generic Adventure Game System), 196–197  
*Galatea* (Cervantes), 57  
*Galatea* (Short), 6–7, 219, 239  
 Galley, Stu, 104, 125, 165  
 Games, 14–15, 24. *See also specific games*  
 adventure, 193–195, 202  
 early computer, 76–80  
 fantasy role-playing (*see Dungeons and Dragons*)  
 interactive fiction as, 34–35  
*Gamma Force in Pit of a Thousand Screams*, 167  
 “The Garden of Forking Paths” (El Jardin de Senderos que se Bifurcan), 45  
 Garriott, Richard, 225  
*Gas Pump Girls Meet the Pulsating Inconvenience from Planet X*, 167  
*Gateway II: Homeworld*, 190, 239  
*GC: A Thrashing Parity Bit of the Mind*, 107, 205, 239  
 Gender, player character’s, 156–159
- Generic Adventure Game System (GAGS), 196–197  
 Gennette, Gérard, 14, 26, 30  
 German Protestant riddlers, 55  
 Gilligan, Shannon, 11  
 Giraldi, Lilio Gregorio, 57  
 Glulx, 220–221  
*Gnome Ranger*, 187, 239  
 Gordon, Ken, 187  
 Granade, Stephen, 185, 194, 221  
 Grant, Ken, 175  
 Great Underground Empire, 99  
 Greece, ancient, 53, 67  
 Greek tragedies, 5  
 Greville, Fulke, 177–178  
*Guild of Thieves, The*, 188, 189, 239  
*Gulliver’s Travels*, 68–69  
 Gygax, Gary, 74  
 Gysin, Brion, 69–70, 72–73
- “El Hacedor” (The Maker), 45  
 Hackers, 79  
 Hackers and hacking, 79, 104  
 Hales, Steven, 175  
*Hamil*, 116, 239  
*Hamlet on the Holodeck*, 93  
 Hansen, Ron, 215  
*Haunt*, 96–97, 100, 240  
 Hebrew literary riddles, 53  
*Hezarim*, 116, 240  
 Hieroglyphs, 146  
*Hi-Res Adventure. See Mystery House*  
 History, of riddles, 51–60  
*History of My Heart*, 175, 178, 180  
*Hitchhiker’s Guide to the Galaxy*, 122, 141, 158, 159, 164, 172–173, 182, 240

- Hobbit, The* (book), 40, 171  
*Hobbit, The* (interactive fiction), 171, 218, 240  
*Hollywood Hijinks*, 122, 208–209, 240  
Homer, 53  
“*The House of Asterion*” (*La Casa de Asterion*), 45  
Howard, Richard, 71  
Howell, Mark, 202  
Human/computer conversion, 81  
*Hunter, in Darkness*, 211, 240  
*Hunt the Wumpus*, 78–79, 80, 211  
HUTSPIEL, 78  
*Hypertext: The Electronic Labyrinth*, 9–10  
Hypertext fiction, 9, 11, 12  
Hypertext literature, 2  
Hypodiegesis, 27, 29–31  
IBM, 104–105  
*I Ching* (“The Book of Changes”), 66–67, 68  
IF. *See* Interactive fiction  
ifMUD, 209  
IF world, 26–29  
Implementors of *Zork*, 98, 100–103, 107, 109  
Incompatible Timesharing System (ITS), 109  
Independent IF authors, 193–221  
Interactive Fiction Competition and, 204, 207–210  
new directions for, 217–221  
*Inferno*, 175  
*Infidel*, 6, 122, 145–148, 158, 240  
Infocom, 6, 48, 49, 104, 119–168. *See also* specific Infocom interactive fiction beginning of, 125–128  
Bugs List, 148  
conventions for interactive fiction, 120  
as industry leader, 119–120  
innovations, 165  
interactive fiction sales, 121–125  
player character’s gender and, 156–159  
text-based games, 121, 123–124  
*Zork*-world stories, 140–142  
“Infocom games,” 120  
Infocomics, 167  
*Inform Designer’s Manual*, 8, 191, 204, 235  
Inform language, 8, 26, 200–202, 204  
InfoTaskForce, 202  
Ingold, Jon, 31, 220  
Ingrid Trilogy, 187  
Initial output, 25  
Initial situation, 31  
Inputs, 25, 26  
Interaction. *See also* Interactive fiction  
basics of, 15–22  
definition of, 24  
Interaction text, 24  
Interactive fiction. *See also* specific interactive fiction works  
adult, 156–157, 231  
challenge in, 47–49  
commercial potential of, 230–233  
definition of, 2  
elements of, 22–25  
future of, 228–229  
as game, 34–35  
history of, 1–6, 194  
independently created (*see* Independent IF authors)

- as literary form, 2–3
- literary nature of, 50–51
- in literature curriculum, 12
- perspectives on, 13–15
- popularity of, 2
- potential for, 2
- as puzzle, 50–51
- puzzleless, 43
- reason for creating, 229–230
- solutions for, 46–47
- as “spiritually uplifting,” 49
- terminology, 7–8
- theoretical perspectives, 23
- vs. text adventure, 6–8
- Interactive Fiction Archive, 194
- Interactive Fiction Competition, 1, 7, 204, 207–210, 229
- Interactor, 3, 5, 24, 30, 46
- Internet Oracle, 67
- I-O (*Interstate Zero*), 104, 214, 240
- ITS (Incompatible Timesharing System), 109
- James Clavell's Shogun*, 122, 158, 165, 240
- “El Jardin de Senderos que se Bifurcan” (The Garden of Forking Paths), 45
- Jerz, Dennis G., 9
- Jigsaw*, 157, 201, 240
- John's Fire Witch*, 208, 240
- Jokes vs. riddles, 39
- Journey: The Quest Begins*, 145
- Joyce, Michael, 7
- Kidder, Tracy, 92–93, 115
- Kinder, David, 194
- King, Stephen, 172
- King's Quest*, 98, 170
- Knight Orc, The*, 176, 186, 187, 240
- Labyrinth*, 73
- Lafore, Robert, 7, 125
- Laird, John, 96
- Lancelot*, 187, 240
- Landow, George, 12
- Last Express, The*, 11
- Lateral thinking puzzles, 41
- Latin poetry, 54
- Laurel, Brenda, 14, 198
- Lawrence, Jim, 165
- Leary, David, 191
- Leather Goddesses of Phobos*, 104, 122, 156–159, 167, 188, 190, 240
- Lebling, Dave, 80, 99, 107, 125, 140, 145
- Legend Entertainment, 190
- Le Guin, Ursula K., 140
- Leibniz, Gottfried Wilhelm, 68
- Leisure Suit Larry*, 156
- Le Lionnais, François, 70
- Level 9, 185–187
- Levy, Steven, 92
- Lexia, 12
- Licklider, J. C. R., 126
- Lists and Lists*, 211, 240
- Literal riddles, 42
- Literary machines, 65, 66–73
- Literary nature, of interactive fiction, 50–51
- Literature machines, terminology, 66
- Little Blue Men*, 233, 241
- Llull, Ramon, 67–68
- Loader, Jayne, 226–227
- Logic, poetic, 38

- Logos, 25  
 Looney, Kristen, 211  
 Lorca, Federico Garcia, 38  
*Lord*, 95–96, 154, 241  
*Lost Treasures of Infocom*, 168  
*Lugi*, 95, 241  
*Lurking Horror, The*, 107, 122, 188, 205, 241  
*Lyotard*, 199, 241
- MAC (Multi Access Computing/Machine Aided Cognition), 82, 125  
*MacWesleyan*, 205, 241  
 MAD-SLIP, 82  
 Magnetic Scrolls, 187–189  
*Magnetic Scrolls Collection Volume 1*, 189  
 Marcus, Ben, 17  
*Martian Adventure*, 95, 241  
 Martinez, Ronald, 172  
*Masterpieces of Infocom*, 168  
 Mataga, William, 174  
 Mathematical problems, vs. riddles, 40–41  
 Mayfield, Mike, 78  
*Maze*, 80  
*Mazewars*, 80  
 McGath, Gary, 228  
 McNeill, Fergus, 218  
 MDL, 127  
 Meretzky, Steven, 29, 30, 104, 114, 140, 148–151, 156, 165, 172, 174, 190  
 Merwin, W. S., 53  
 Meta-command, 26  
 Metalepsis, 30, 138–139  
*Metamorphoses (Short)*, 219, 241  
 Metaphors, 43–44
- Meteor, the Stone, and the Long Glass of Sherbert, The*, 204, 241  
 Micklus, Lance, 195  
 Milic, Louis, 72  
 Miller, Rand, 224  
 Miller, Robin, 224  
*Mind Forever Voyaging, A*, 29, 49, 60, 110, 120, 123, 151, 153–156, 158, 159, 160, 233, 241  
*Mindwheel*, 7, 174–181, 182, 187, 241  
*Mines of Titan*, 167  
 Minsky, Marvin, 107  
*Minutes to Go*, 70  
*Mist, The*, 172, 241  
 MIT, 79, 80–83, 97, 104, 105, 107, 109, 125–126, 205  
 MMORPG (Massively Multiplayer Online Roleplaying Game), 225  
 Monopoly (game), 48, 49  
 MOO (MUD Object Oriented), 2, 223, 224  
*Moonmist*, 123, 140, 158–159, 241  
 Morgenstern, Douglas, 226  
 Moriarity, Brian, 7, 33, 141, 151, 160, 195  
 Moulthrop, Stuart, 11, 13, 226  
*Mouse Maze*, 79  
 MUD Object Oriented (MOO), 2, 223, 224  
 MUDs (Multiple User Dungeons), 2, 223–224  
 Multi Access Computing/Machine Aided Cognition (MAC), 82, 125  
 Multiple User Dungeons (MUDs), 2, 223–224  
*Murdac*, 116, 241  
 Murray, Janet, 11, 82–83, 101, 226

- My Angel*, 220, 241  
*Myst*, 224  
*Mystery House*, 169–170, 241  
*Mystery Mansion*, 95, 242  
*Mystery Science Theater*, 218, 242  
 Mythos, 25
- Narrative  
 definition of, 25  
 generated during interaction, 14  
 vs. story, 25–26
- Narrators, 30–31
- Neck-riddles, 42
- Nelson, Graham, 8, 26, 30, 49, 96, 117, 198, 200–205
- Nelson, Theodor, 66, 73
- Nemerov, Howard, 60
- Neufeld, Len, 172
- New Adventure*, 95, 242
- New York Times*, *The*, 201
- New York Times Book Review*, *The*, 182
- New Zork Times*, *The*, 104, 120
- Nidus*, 116, 242
- Niemiec, Marc, 95
- Nine Princes in Amber*, 172, 242
- Non-player character, 32–34
- Nord and Bert Couldn't Make Head or Tail of It*, 123, 162–164, 242
- No Recuerdo*, 226
- Novak, Marcos, 38
- Novel mode, 220
- Null prologue, 31
- O'Brien, Robert C., 215
- Odes, énigmes et épigrammes*, 57
- Odyssey*, 22
- Odyssey in Athens, The*, 22
- Office Politics*, 199, 242
- Olsson, Magnus, 208
- Once and Future*, 191, 207, 242
- O'Neill, Jeff, 162
- On-line Systems, 169
- Oo-topos*, 242
- Other persons, 33
- Oulipo, 23, 70
- Outputs, 25, 27
- Oz Project, 3, 97, 198–200, 228–229
- Paavola, Olli J., 96
- Packard, Edward, 71
- Pagis, Dan, 42, 47
- Palace, Jon, 128
- Palatine Anthology*, 41, 53
- Parc*, 116, 242
- Parser, 107–108, 110
- Pass the Banana*, 104, 242
- Pawn, The*, 187, 188, 242
- Peterson, Dale, 72
- Philosopher's Quest*. *See BrandX*
- Photopia*, 1, 2, 214–215, 216, 242
- PICK UP AX*, 226
- Pincier, Johannes, 56
- Pinsky, Robert, 7, 175, 176
- Pintar, Judith, 197
- Pirate Adventure*, 121, 195, 242
- Planetfall*, 30, 108–109, 114, 123, 148–151, 167, 243
- Plant, The*, 172
- Play, identities in, 30
- Player character, 32–34, 74, 156–159
- Playground, The*, 199–200, 243
- Pleasure of the Text, The*, 3

- Plotkin, Andrew, 13, 208, 210–214, 220–221  
*Plowing the Dark*, 227–228  
*Plundered Hearts*, 123, 158, 243  
P-machine, 127–128  
Poetry, 37–38, 49–50, 177, 201–202, 229–230  
*Pong*, 80  
*Pork 1: The Great Underground Sewer System*, 218, 243  
Potential narratives, 23, 24, 26  
Powers, Richard, 227  
*Prelude, The*, 153  
Prince, Gerald, 14  
PRISM (player character), 29, 30, 151, 153, 154–155  
Programs, 24  
Prologue, 13, 31  
Protagonist, 30  
*Proverbes en rime*, 57  
Puns, 162–164  
Puzzle-based interactive fiction, 3–4, 43  
Puzzles, 13–14, 15, 35, 96–97, 99, 101, 106  
adventure-game, 20, 208  
*Infidel*, 146  
in interactive fiction, 50–51  
lateral thinking, 41  
*Mindwheel*, 177  
*Nord and Bert*, 163  
situational, 41  
*Zork I*, 129  
*Zork II*, 130–132  
*Zork III*, 133–135  
*Quake*, 80  
Queneau, Raymond, 70–71  
Questions, rhetorical, 40  
Quevedo, Leonardo Torres, 76–77  
Quill, The, 196, 218  
Quilley, Geoff, 187  
Quit, 31  
*Quondam*, 116, 243  
*Raiders of the Lost Ark*, 146  
Raine, Craig, 59  
*Ready, Okay!*, 213, 215  
*Reagan Library*, 13  
Rees, Gareth, 205–206  
Reese, James T., 205  
Reeve, Chris, 125  
Reid, Christopher, 59  
Reilly, Scott Neal, 199  
*Rematch*, 243  
*Rendezvous with Rama*, 145, 172  
Reply, 27, 28  
*Report from Group 17, A*, 215  
Reports, 27, 28  
Restart, 31  
Restore, 31, 32  
*Return of the Jedi*, 134  
*Return to Eden*, 186, 243  
*Return to Zork*, 142  
Reusner, Nicolaus, 56  
*Revenge of the Killer Surf Nazi Robot Babes from Hell*, 218, 243  
*Rhetoric*, 50  
Riddles, 4, 14, 15, 35, 37–63  
biblical, 52–53  
bookworm, 54  
challenge of, 47  
context, 40  
definition of, 37–40

- folk, 52
- Hebrew, 53
- history of, 51–60
- interactive fiction and, 37
- literal, 42
- literary, 40–41, 42–51, 53, 54
- neck-riddles, 42
- as poetic form, 37–39
- poetics of, 60–63
- as poetry, 51
- poetry and, 49
- post-classical, 54
- relationship with interactive fiction, 43–51
- solutions for, 45–47
- Rigveda, 52–53
- Risk (game), 48, 49
- Robbery World*, 199, 243
- Robner, Marshall, 33
- Robots of Dawn*, 172, 243
- Rooms, 18
- Rothstein, Edward, 137, 193
- Russell, Steve, 79
- Sadness and Happiness*, 175
- Samuel, Arthur, 78
- Sangraal*, 116, 243
- Saporta, Marc, 71
- Save, 27–28, 31, 32
- Save Princeton*, 205, 243
- Savoir Faire*, 219, 243
- Scapeghost*, 187, 243
- Schaefer, Karine, 205
- Schmidt, Dan, 15–16
- Seastalker*, 123, 152, 165, 243
- Session, 24
- Session text, 24
- Shade*, 60, 212, 233, 243
- Sherlock: The Riddle of the Crown Jewels*, 123, 158, 165, 244
- Shiovitz, Dan, 31
- Short, Emily, 6–7, 219
- Shrapnel*, 217, 244
- SHRDLU, 65, 83–85, 91, 201
- Sign of the Orc, The*, 187
- SimCity*, 144
- Simm, Perry. *See* PRISM
- Sinclair, Anita, 187
- SIR (Semantic Information Retrieval), 81
- Situational puzzles, 41
- Six Micro Stories*, 125, 244
- Sjuzet, 25
- Slime*, 175
- Smith, Lucain Paul, 209
- Smith, Rod, 175
- Snowball*, 185, 186, 244
- Sociedad para la Preservación de las Aventuras Conversacionales (SPAC), 189
- Society for the Preservation of Adventure Games (SPAG), 189
- Softporn Adventure*, 156, 244
- Solomon, Eric, 78
- Solutions
  - for interactive fiction, 46–47
  - for riddles, 45–47
- Sorcerer*, 123, 140, 190, 244
- Soul of a New Machine*, 92
- Source code, 195
- SPAC (Sociedad para la Preservación de las Aventuras Conversacionales), 189
- Space Under the Window, The*, 13, 211

- Spacewar!*, 79  
 SPAG (Society for the Preservation of Adventure Games), 189  
*SPAG Newsletter*, 207  
 Spanish interactive fiction, 189–190  
*Spellbreaker*, 123, 140, 244  
*Spellcasting 101: Sorcerers Get All the Girls*, 149, 190, 244  
*Spellcasting 201: The Sorcerer's Appliance*, 190, 244  
*Spellcasting 301: Spring Break*, 190, 244  
*Spider and Web*, 210, 211–212, 244  
 Spoilers, 15  
*Spycatcher*, 116, 244  
 Stanford's Artificial Intelligence Laboratory (SAIL), 9, 10, 89  
*Star Control II*, 215–216  
*Starcross*, 123, 145, 159, 244  
*Star Raiders*, 14  
*Star Trek*, 78, 152  
*Stationfall*, 123, 151, 188, 244  
 Story, vs. narrative, 25–26  
*Suck.com*, 138  
*Super Mario Bros.*, 98  
*Suspect*, 123, 139–140, 244  
*Suspended*, 29–30, 110, 123, 139, 142–145, 159, 162, 188, 233, 245  
 Swenson, May, 59  
 Swift, Jonathan, 57, 68–69  
 Symphosius, 54  
 Synapse, 46, 174–175  
 Synder, Ilana, 9–10  
*System's Twilight*, 211  
 TADS (The Adventure Development System), 13, 197–198, 201, 221  
 Tech Model Railroad Club (TMRC), 79  
*Tempest*, 204, 245  
 Templeton, Brad, 95  
 Text adventure, vs. interactive fiction, 6–8  
 Text-based narratives, 11–12  
*TextFire Golf*, 217, 245  
 TextFire 12-Pack, 218  
 THEATERSPIEL, 78  
 Thermofax, 33  
 Thompson, Greg, 80  
*1001 Nights*, 29  
*Thousand and One Nights*, 178  
*Timequest*, 190, 245  
 TMRC (Tech Model Railroad Club), 79  
 Tolkien, J. R. R., 10, 75, 86, 171  
 Topologika, 117, 188  
 Toy, Michael, 224  
 Transcript, 24  
 Traversals, 32  
 Trillium/Tellarium, 172  
*Trinity*, 7, 49, 123, 159, 160–162, 180, 181, 206, 245  
*Triva*, 80  
 Trubshaw, Roy, 223  
 Tsai, Pearl, 107  
 Turing machine, 66  
 Turing Test, 81  
 “Twelve Blue,” 11  
 TX-0, 79  
 Tzara, Tristan, 69  
*Uncle Zebulon's Will*, 208–209, 245  
*The Universal Baseball Association, Inc.: J. Henry Waugh, Prop.*, 75

- Unnkulian Unventure Series, 191  
*Unreal*, 80  
*Varicella*, 216–217, 245  
*Verb!*, 218, 245  
 Verdu, Mike, 190  
*Veritas*, 205  
 Vezza, Al, 126  
*Victory Garden*, 11, 226  
*Warp*, 95, 245  
 Weinstein, Jacob, 205  
 Weizenbaum, Joseph, 82, 83  
 Welch, Mark J., 196–197  
 Wichman, Glenn, 224  
 Wiener, Norbert, 77  
 Wilbur, Richard, 50, 59  
 Wild, Campbell, 221  
 “Wild America,” 226–227  
 Williams, Ken, 169  
 Williams, Roberta, 169, 170  
 Wilson, G. Kevin, 189, 191, 207  
 Winograd, Terry, 81, 83–85  
 Winters, Yvor, 175  
*Wishbringer*, 33, 60, 123, 151–152, 158, 245  
*Witness, The*, 104, 123, 138, 139, 157, 245  
*Wizard of Oz, The*, 141  
 Wolosenko, Ihor, 174–175  
 Wolpert, Bill, 95  
*Wonderland*, 189, 245  
 Woods, Don, 10, 89–90, 93, 95, 99  
 World riddles, 52  
 Worlds, 24  
 Worlds, simulated, 26, 43–45  
*Worm in Paradise, The*, 186, 245  
 “Writerly” reading, 4  
*Writing Space*, 8  
 Wyatt, Thomas, 57  
*Xeno*, 116, 245  
*Xerb*, 116, 245  
*XYZZYnews*, 90, 114, 200, 210  
 Yob, Gregory, 78–79, 211  
 Zarf. *See Plotkin, Andrew*  
 Zelazny, Roger, 172  
 ZIL, 127  
 Z-machine, 126–127, 166  
*Zork*, 1, 6, 8, 14, 27, 32, 79, 93, 95–117, 97, 115, 139, 140, 188, 223, 245  
 Flood Control Dam #3, 105–106  
 Hades, 101–102  
 Implementors, 98, 100, 101, 102, 103, 107, 109  
 for microcomputer, 128–135  
 parser, 107–108, 110  
 popularity of, 98  
 session text, 28–29  
 software advances, 107–110  
 standard input sets, 135, 136–137  
 technical humor and critique, 101–107  
 thief from, 110–114  
 vehicles, 109  
 vs. *Adventure*, 99–101, 108, 109, 112, 114  
 world model, 108–109  
*Zork: The Malifestro Quest*, 131  
*Zork: The Undiscovered Underground*, 142, 204, 246

I N D E X

- Zork Grand Inquisitor*, 142  
*Zork I: The Great Underground Empire*,  
97, 98, 102–103, 124, 127, 128–129,  
131, 132, 135–137, 203, 246  
German translation of, 189  
vs. *Trinity*, 160–162  
*Zork II: The Wizard of Frobozz*, 97, 98,  
124, 129–132, 140, 178, 246  
*Zork III: The Dungeon Master*, 97, 98,  
124, 129, 131, 132–135, 246  
*Zork Nemesis*, 142  
*Zork Zero: The Revenge of Megaboz*, 124,  
141–142, 170, 246  
*Zugzwang: The Interactive Life of a Chess  
Piece*, 218, 246