

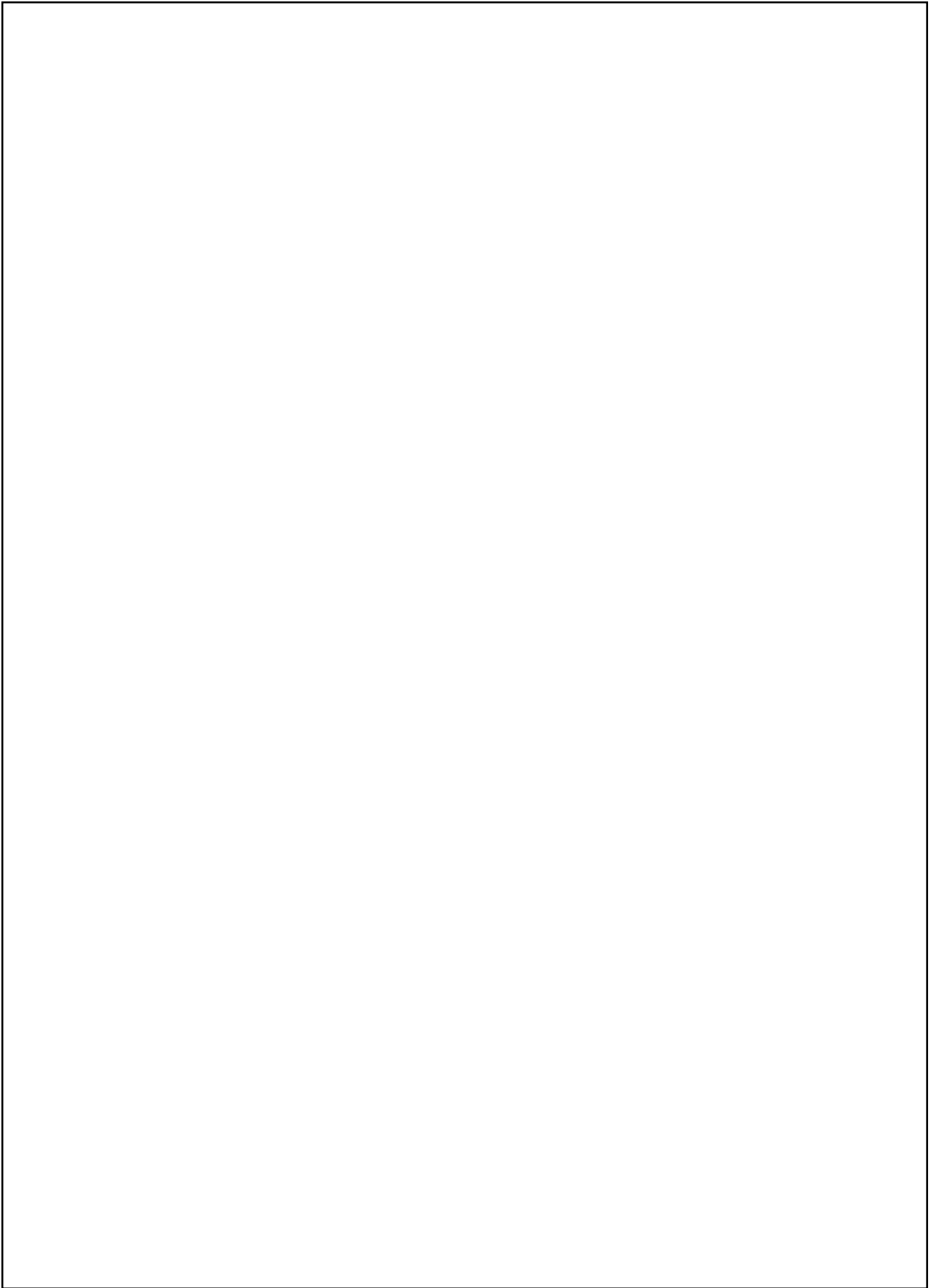
Even though playing text adventure games is largely a solitary pursuit, IF fans sure like to put a competitive edge on it wherever possible.

Take the recent crop of mini IF competitions in all manner of niche categories: There was the XComp, for games involving the paranormal in some way. The I-Comp was notable for a feature its

Issue # 17 Top 10 Picks for Interactive Fiction on the Web

Adventure Review

<http://www3.sympatico.ca/philip.jong/index.htm>
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“artist” who doesn’t want to bother learning a new medium should not attempt to work within that medium — game design is simply another medium that an artist can choose to work in if so desired. I’m not sure whether Chris Crawford is belittling artists or pandering to them, but either way,

swre @etl

This was one thing I liked in Curses, where you can often find some life, and may it just be the cat Austin. The people in the streets of the Unreal City are well done, too, even though they're just mentioned and cannot be referred to. Walking around a place alone can be irri-

trigger an experience in the reader by layering detail and by reminding them of their own experiences. By having a series of details about the environment, I can put the reader there.

The Room Checklist

Senses

<http://palm.3com.com/custsupp/downloads/>. Once the Palm Desktop software is installed on your PC, you must install an interpreter and convert and install game

Dr. Dumont's Wild P.A.R.T.I

Parser: Inform

Author: Muffy and Michael Berlyn

URL: <http://www.cascadepublishing.com/>

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Cost: US\$24

shut down P.A.R.T.I. and return to the real world. In order to get these elements, you need to go through the UnFairgrounds, a Diploma of Thought, some ducks, a large cat, a floating pro-

Ever wondered what would happen if you got stuck in a particle accelerator that allowed you to see the subatomic world in a series of mental metaphors? Oh, you haven't? Well, Dr. Dumont's Wild P.A.R.T.I. will fill you in on what you've been missing.

The game's basic premise concerns a machine called the Particle Accelerator and Reality Translation Integrator, the P.A.R.T.I. of the title. The machine puts you into a subatomic world. But instead of seeing protons and quarks, P.A.R.T.I. creates mental metaphors. Dr. Dumont shows you this machine secretly in hopes of taking your body specifications in order to run the machine. He wants to find the mysterious "Particle X" which has eluded scientists for years. As you step into the machine, you get worried and try to escape but by doing this, you accidentally send yourself to this subatomic world.

You find yourself in a bedroom with nothing but a dirty pair of jeans. From there, you must find a way out of the machine without killing yourself. There are five elements you need to

Spot the IF reference...

Hi there. When I was a little boy, I went and played in the basement of the Lawrence Hall of Science where they had a small number of primitive terminals (I can still remember the sound of the teletypes!). On those machines, you could (if I remember correctly) login to the "Plato" network. On that system was a primitive D&D-like game whose original name I can't remember, but it was renamed "Adventure" for a short while. The game was taken off of the Plato network, and I moved onto other things, as little boys are wont to do.

I know it wasn't the classic text adventure, "Adventure," because it had Ultima I-like vector-based graphics for going