

ADRIFT Game Zone

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ADRIFT Newsletter

In the News

JAVADRIFTING- written by Jason Guest



The big news this month is that not one, but two independantly produced ADRIFT interpreters are in development. Mark J. Tilford's jAsea (jAsea's ADRIFT Style Execution Application) is an open-source Java program to run ADRIFT format games. For those who are not of a technical bent, Java is an object oriented programming language developed by Sun Microsystems that is designed to be platform-independant; in other words, using jAsea it will finally be possible to play ADRIFT games on operating systems other than Windows. jAsea can be run either directly from the desktop or by embedding the program, along with a .TAF file into a web page. Upon activating a link it is possible to play ADRIFT games directly from your web browser provided you have Java enabled.

Whilst jAsea is still in its early stages; not all the feature of the ADRIFT runner are currently supported, it is to be hoped that eventually users of APPLE Macintosh and LINUX computers will be able to enjoy games written using ADRIFT, greatly widening the potential audience for our games and significantly raising the profile of ADRIFT in the IF world. Meanwhile, Simon

Baldwin has been working on SCARE, a secondary clone of jAsea written in C, with the intention of "putting together a completely portable ADRIFT interpreter core for use in creating Adrift interpreters for Linux, Macintosh, DOS, Amiga, Palm(?), and other non-Windows platforms." Campbell Wild has yet to comment on these developments.

Announcements

Competitions

The Adrift Spring Competition is open for any unreleased, but complete, Adrift games. Competition entries must be in by 20 April 2003, with judging taking place in the following week.

http://www.kfadrift.org.uk/comp_spr_03.html

IF Library Interactive Fiction Competition
<http://iflibrary.org/default.aspx?pageid=IFLibComp>

HAPPY BIRTHDAY

Happy Birthday to all you drifters!

January

Mut-18, Kokaku-18, Ketigid-22, Captian Obvious-20, Sockets, Marno-49, Lancer-16, DS490-15, Soothsayer-17, Elf Ranger-26

February

Cheshire Cat-15, Ambrosine-48, MileOut-24, Clauz-32, Markjd-2

CONTESTS

Name the Newsletter! Go to the [ADRIFT FORUM](#), and reply in the Name the Newsletter thread in General Discussion. The only prize is that the name you submit could be the winner!

Interview- Christopher Cole

The topic of Adult Interactive Fiction doesn't sit well with some, and others are perfectly fine with it. I've asked Christopher Cole, a well known AIF author to join us in hopes to shed some light on adult IF.

Mystery Can you, in short, explain to those that might not already know, what is AIF?

C.Cole AIF is interactive fiction with an adult theme. This is usually sexual, though can be anything considered too extreme for mainstream IF such as graphic violence, strong language, drug use, etc. Think of it as IF that is rated R or higher.

Mystery What made you decide to write AIF as opposed to IF in general?

C.Cole Mainly it's because I enjoy writing erotica. This way, I can write erotica and actually make it into a game at the same time. I'll be the first to admit my games are quite simple in terms of puzzles, etc., and they should never be taken seriously, but hopefully the players will have fun and enjoy the story/setting/situation.

Mystery What are some misconceptions that most people have about AIF?

C.Cole Hmm, I'm not sure actually. I think perhaps a lot of people assume there isn't much of a game involved or that the authors are a bunch of high school nerds that can't get a real date. In fact there are numerous AIF games out there that offer excellent puzzles and story. And some of us actually do have wives and girlfriends. I just happen to like sex, so that's what I write about. If a game is bad, that's one thing, but people shouldn't automatically

assume that AIF games are bad. There are an equal number of good and bad IF and AIF games. If the adult themes don't appeal to you, don't play the game; the same way you wouldn't play a sci-fi game or go to see a sci-fi movie if you don't like the genre.

Mystery What advice would you give to someone who is interested in writing AIF?

C.Cole First of all, and this may sound a little silly... you should have real life experience. If you write a game with explicit sex in it, players will know nine times out of ten if you've had sex in RL or not. It's important as in any writing to have a little experience in the field you're writing about. Think of it as research. You should also be familiar with general IF; how it's written, how a game works, etc. Think of a story you want to write, then think of how it will work in a game, then meld the two together and write, write, write. Check out other AIF games and see how they work. Read reviews on them and ask about them to see what players like in AIF. As in all IF, alpha test, beta test and proof-read. And this last point is a personal opinion, but I know a lot of AIF players agree: if the game is about sex, make the sex as interactive and descriptive as possible. If you've gone this far, there's no point in skimping on the detail.

Mystery What is the hardest part about writing AIF?

C.Cole Actually coding the tasks and wiping out all the bugs. I'm sure it's the same with IF too. I find writing the story very easy, but getting it to work as a game and/or how I originally pictured it fairly tough. Most of my games have one or two scenes that play a lot differently than what I had in mind. "Encounter 2 : The Study Group" is almost 100% different from the original concept; it was a question of making it work within the confines of a game in general, and ADRIFT specifically.

Mystery You have had several games nominated for the XYZZY Awards this year, which one is your favorite?

C.Cole We'll see if any of them actually make it into the 'finals'. It's a tough choice for me, but I'd say "Doctor Who and the Vortex of Lust". I'm a big Doctor Who fan, and it was really fun to write. It was also beta-tested the most of all my games and therefore should be the most bug-free. I do think though that this game will really only be a hit with other Doctor Who fans. From a sexual standpoint, "The Gamma

Gals" is my favorite. If any of you haven't played "The Gamma Gals", please realize it's completely mindless and unrealistic (most of my games are 'unrealistic' to various degrees, but "The Gamma Gals" really plays like a porn movie - for example, "Encounter 1 : Tim's Mom", "Encounter 2 : The Study Group", and even "Camp Windy Lake" *could* happen in real life... there's no way the action in "The Gamma Gals" would ever happen).

Mystery For all of your fans out there, what are you currently working on?

C.Cole Right now "Camp Windy Lake : Part 2" is in the beta-test stage. After that I will be working on a game based on the TV show "Enterprise". I also have a "WWE" game, another "Tomb Raider" game, and a fourth "Encounter" in the planning stages.

Mystery You have gained some 'exposure' for ADRIFT, and some are interested to know, what made you decide to choose ADRIFT as your AIF medium?

C.Cole As I stated above, I like to write erotica, and after finding a few AIF games out there I started to take a look into TADS. Having no programming experience beyond BASIC in the mid-eighties, I quickly found TADS to be beyond me (though I have written a short game in TADS since then - easily my weakest game IMO). I'm not sure how I discovered ADRIFT to be honest, but I realized this was something I could work with. The program is extremely user friendly, and a writer can usually find one way or another to do what he wants to do. I'm still learning stuff I can do, and am quite happy with version 3.9. ADRIFT 4.0 looks good too, particularly in the variable/alr area, but 3.9 is still my program of choice.

Mystery Thank you for joining us, and good luck with your next project. Is there anything that we haven't covered that you would like to discuss?

C.Cole Thank *you*. I'm really quite honored, and had no idea I was known in the general ADRIFT community. I'll be in the forums there from now on. I'm glad some of you enjoy my games. If you do enjoy my games, and are interested in learning more, you can always check out my webpage at :
<http://www.geocities.com/cjcole144/cjcole.htm>.
And let me know what you think. I appreciate all feedback. Thanks again!

Reviews

The Timmy Reid Adventure by Jonathan Reid

Review by- David Whyld

The *Timmy Reid Adventure* undoubtedly ranks as the best of the early games on the **ADRIFT** downloads page and even though over two years have gone by since it came out it can still hold its own against the best games of today.

The opening smacks of an episode of *The Twilight Zone* - two boys are sucked through a time warp in a closet and find themselves trapped in the past. Scattered around the past, we are informed, are 21 items that you – as the eponymous Timmy Reid – must collect in order to be returned to your own time. So the adventure begins...

What makes *The Timmy Reid Adventure* stand out from so many other games is the amount of detail packed into it. Notes from the writer (accessed by typing "show notes" at any time during the game) indicate that the places referred to in the game are real places and the writer has certainly done a commendable job of bringing them to life. It almost feels like you're really there at times.

A large amount of hidden extras add to the appeal of the game: the best being the save game feature being disabled if you're mean to your brother. Also amusing is trying to urinate in an outdoors location which leads to you being arrested for juvenile indecent exposure. Hidden extras don't add anything to a game if you fail to find them but it's something worth typing a few strange commands just to see what happens. Finding a hidden extra is often as rewarding in itself as finding something you need to finish the game.

It's easy enough to make progress in *The Timmy Reid Adventure* but by no means is this an easy game. In part this is due to the considerable amount of tasks that need to be completed to actually get anywhere in the game. Yes, this is a large game. The largest (KB-wise and location-wise) of any of the early **ADRIFT** games. But persevere and it doesn't take long before your score is shooting up, although don't be surprised if you seem to finish the game with your score being a lot less than the maximum 100%; score points are given for a wide variety of strange tasks: singing in the band shell, picking grapes and several dozen others.

One strange thing – the only real bad thing about the game – involves moving from one location to another. Usually this is simplicity itself yet for some reason in *The Timmy Reid Adventure* commands like "north", "south", "east" etc don't work. Instead you need to prefix them with "go" or you get hit with a strange message telling you "I think you need to do something else first!" I'm not sure if this is a bug in the

system, a side effect of updating the game from Version 3.8 to Version 4 or just a strange way the writer had of making games but it adds an unnecessary amount of frustration to matters.

The Timmy Reid Adventure has a kind of charm that is sadly lacking in so many adventures. It never takes itself too seriously and the welcome addition of the hidden extras make it the sort of game that even after finishing you'll probably want to play a few more times just to see if you can find something you missed. As the writer is never likely to write any more games (as I said before, over two years have gone by since *The Timmy Reid Adventure* came out), you might as well make the most of this one.

Logic: 9 out of 10

Nicely logical throughout although the problems with directional commands didn't make much sense.

Problems: 7 out of 10 (10 = no problems)

The game crashed with an error message when I tried to open a drawer but aside from that I didn't come across any bugs.

Story: 8 out of 10

Quite an interesting one and more than capable of holding your attention throughout the game.

Characters: 7 out of 10

A whole horde of them. Some can be questioned about a variety of subjects, others don't seem to even have a basic response written for them.

Writing: 8 out of 10

Always above average.

Game: 8 out of 10

Definitely the best of the earlier ADRIFT games.

Overall: 47 out of 60

Contribute to the Newsletter

If you have anything you would like to contribute to the newsletter, please contact me at mysterydrifter@netzero.com Be sure to include NEWSLETTER in the subject line.

Thanks to Ken Franklin, WoodFish, Jason Guest, David Whyld, and Christopher Cole. Also thanks to Campbell Wild and the rest of the ADRIFT Community.

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