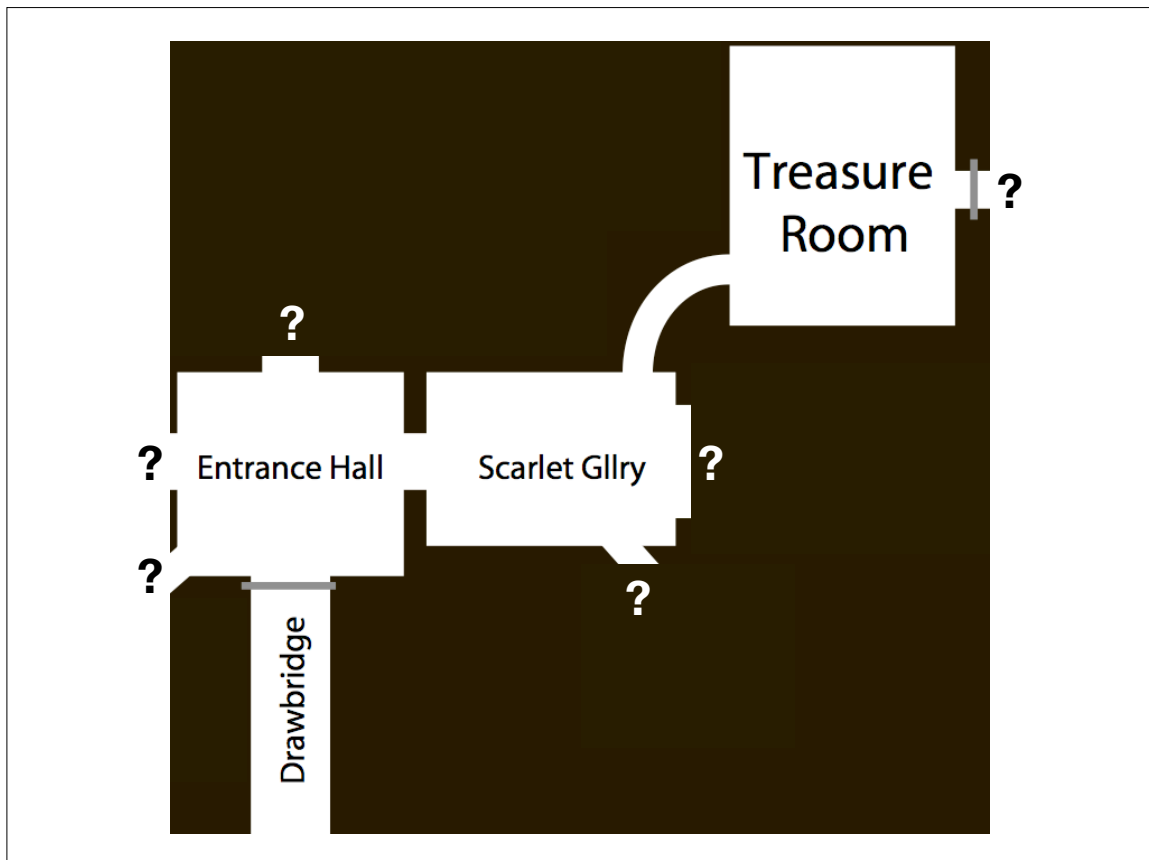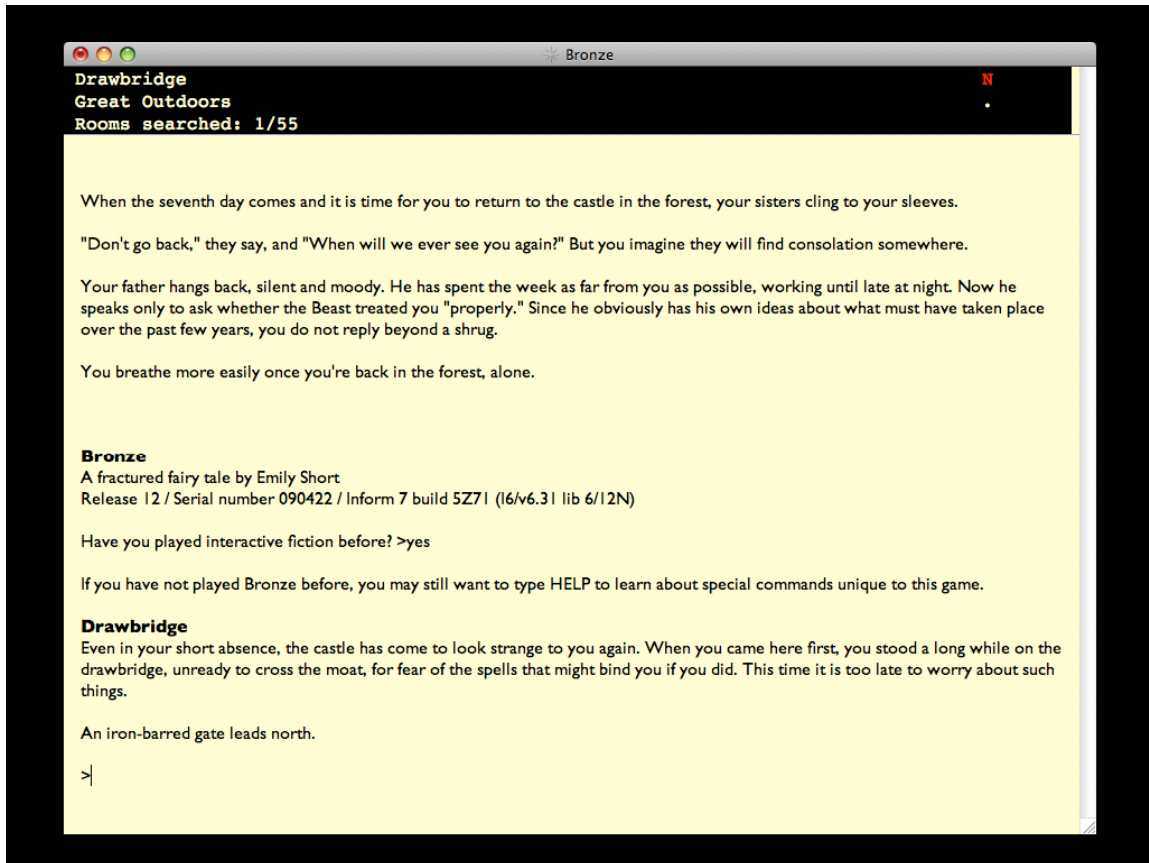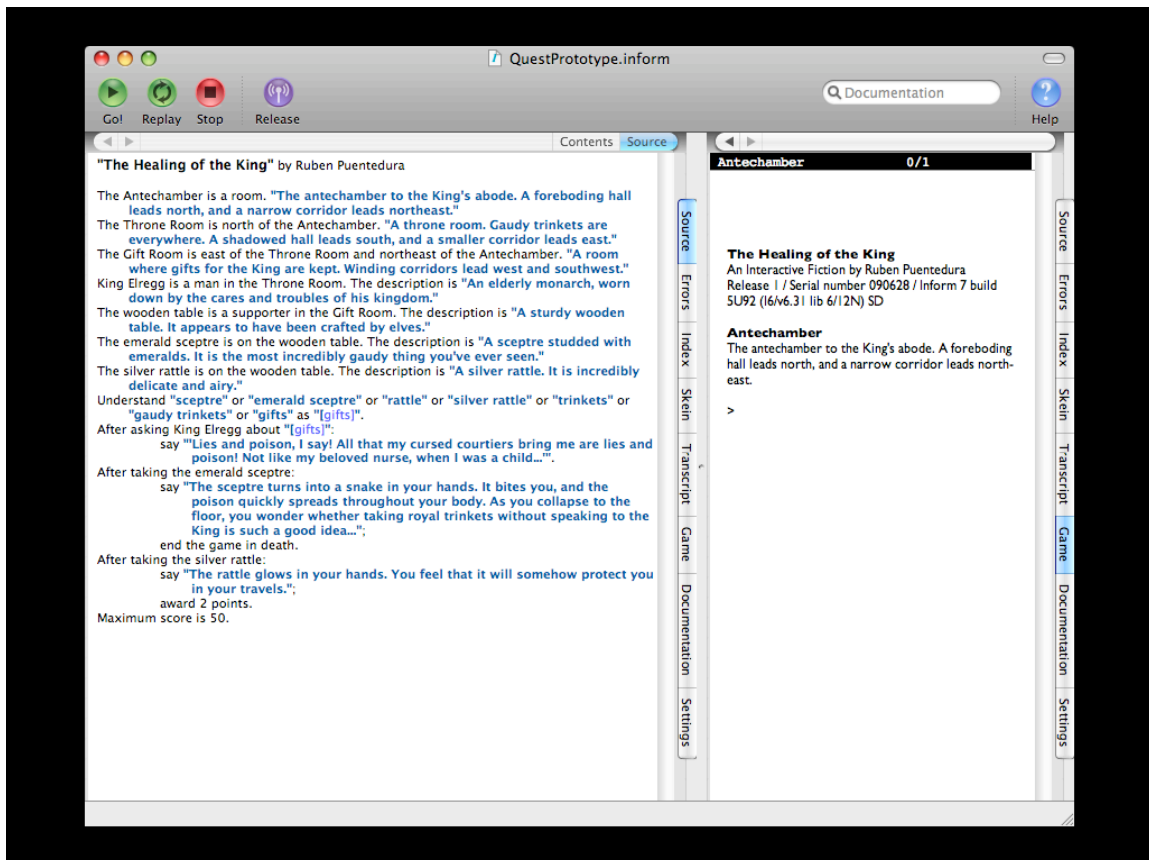# Game and Learn:
An Introduction to Educational Gaming
12. Case Study: *Inform 7*

Ruben R. Puentedura, Ph.D

Playing Interactive Fiction

When the seventh day comes and it is time for you to return to the castle in the forest, your sisters cling to your sleeves.

"Don't go back," they say, and "When will we ever see you again?" But you imagine they will find consolation somewhere.

Your father hangs back, silent and moody. He has spent the week as far from you as possible, working until late at night. Now he speaks only to ask whether the Beast treated you "properly." Since he obviously has his own ideas about what must have taken place over the past few years, you do not reply beyond a shrug.

You breathe more easily once you're back in the forest, alone.

Bronze
A fractured fairy tale by Emily Short
Release 12 / Serial number 090422 / Inform 7 build 5Z71 (I6/v6.31 lib 6/12N)

Have you played interactive fiction before? >yes

If you have not played Bronze before, you may still want to type HELP to learn about special commands unique to this game.

Drawbridge
Even in your short absence, the castle has come to look strange to you again. When you came here first, you stood a long while on the drawbridge, unready to cross the moat, for fear of the spells that might bind you if you did. This time it is too late to worry about such things.

An iron-barred gate leads north.

>

Inform 7

QuestPrototype.inform

Go! Replay Stop Release Documentation Help

Contents | Source

"The Healing of the King" by Ruben Puentedura

The Antechamber is a room. "The antechamber to the King's abode. A foreboding hall leads north, and a narrow corridor leads northeast."
The Throne Room is north of the Antechamber. "A throne room. Gaudy trinkets are everywhere. A shadowed hall leads south, and a smaller corridor leads east."
The Gift Room is east of the Throne Room and northeast of the Antechamber. "A room where gifts for the King are kept. Winding corridors lead west and southwest."
King Elregg is a man in the Throne Room. The description is "An elderly monarch, worn down by the cares and troubles of his kingdom."
The wooden table is a supporter in the Gift Room. The description is "A sturdy wooden table. It appears to have been crafted by elves."
The emerald sceptre is on the wooden table. The description is "A sceptre studded with emeralds. It is the most incredibly gaudy thing you've ever seen."
The silver rattle is on the wooden table. The description is "A silver rattle. It is incredibly delicate and airy."
Understand "sceptre" or "emerald sceptre" or "rattle" or "silver rattle" or "trinkets" or "gaudy trinkets" or "gifts" as "[gifts]".
After asking King Elregg about "[gifts]":
	say "'Lies and poison, I say! All that my cursed courtiers bring me are lies and poison! Not like my beloved nurse, when I was a child...'".
After taking the emerald sceptre:
	say "The sceptre turns into a snake in your hands. It bites you, and the poison quickly spreads throughout your body. As you collapse to the floor, you wonder whether taking royal trinkets without speaking to the King is such a good idea...";
	end the game in death.
After taking the silver rattle:
	say "The rattle glows in your hands. You feel that it will somehow protect you in your travels.";
	award 2 points.
Maximum score is 50.

Source Errors Index Skein Transcript Game Documentation Settings

Antechamber   0/1

The Healing of the King
An Interactive Fiction by Ruben Puentedura
Release 1 / Serial number 090628 / Inform 7 build 5U92 (I6/v6.31 lib 6/12N) SD

Antechamber
The antechamber to the King's abode. A foreboding hall leads north, and a narrow corridor leads north-east.

>

Source Errors Index Skein Transcript Game Documentation Settings

The Healing of the King Design

Throne Room — King Elregg

Gift Room — Sceptre, Rattle, Table

Antechamber — Player

- The sceptre is poisonous;
- The rattle is helpful;
- The King will provide a hint as to which is which.

The Healing of the King Code

"The Healing of the King" by Ruben Puentedura

The Antechamber is a room. "The antechamber to the King's abode. A foreboding hall leads north, and a narrow corridor leads northeast."
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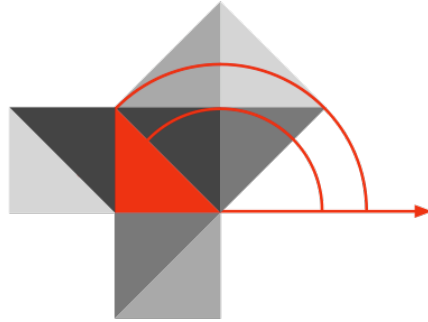Maximum score is 50.

Resources Cited

- **Playing Interactive Fiction:**
  - *Zoom* (Mac OS X). Online at:
    http://www.logicalshift.co.uk/mac/index.html
    or:
  - *Gargoyle* (MS Windows). Online at:
    http://code.google.com/p/garglk/
  - *Bronze*, by Emily Short. Online at:
    http://inform7.com/learn/eg/bronze/index.html

- *Inform 7*:
  - *Inform 7*. Online at:
    http://inform7.com/
  - *Inform 7* Tutorials:
    - Granade, S. *Write a Text Adventure With Inform 7*. Online at:
      http://www.brasslantern.org/writers/howto/i7tutorial.html
    - *The Foyer is a Room*. Online at:
      http://www.hpiweb.com/newmedia/
    - McCall, J. *Designing Computer Sims with Inform 7*. Online at:
      http://www.historicalsimulations.net/inform/inform.htm

Hippasus

http://hippasus.com/rrpweblog/
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