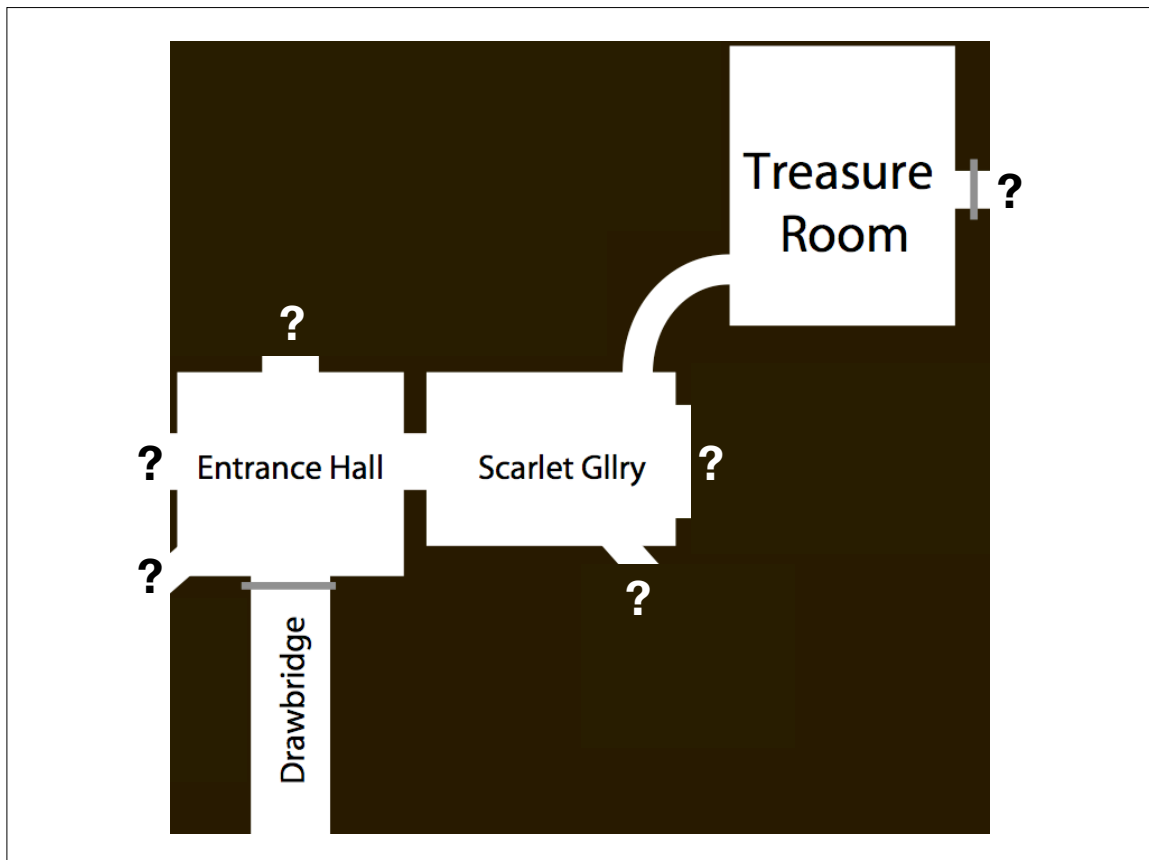
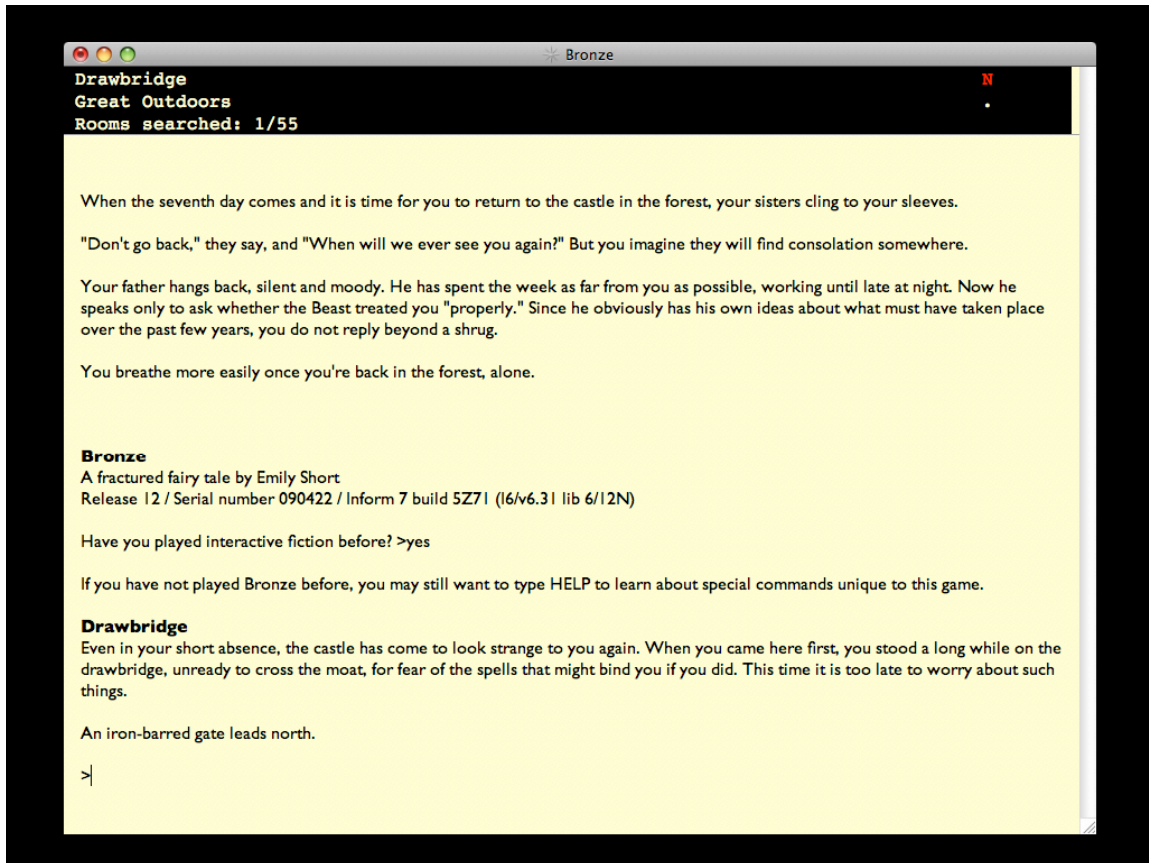


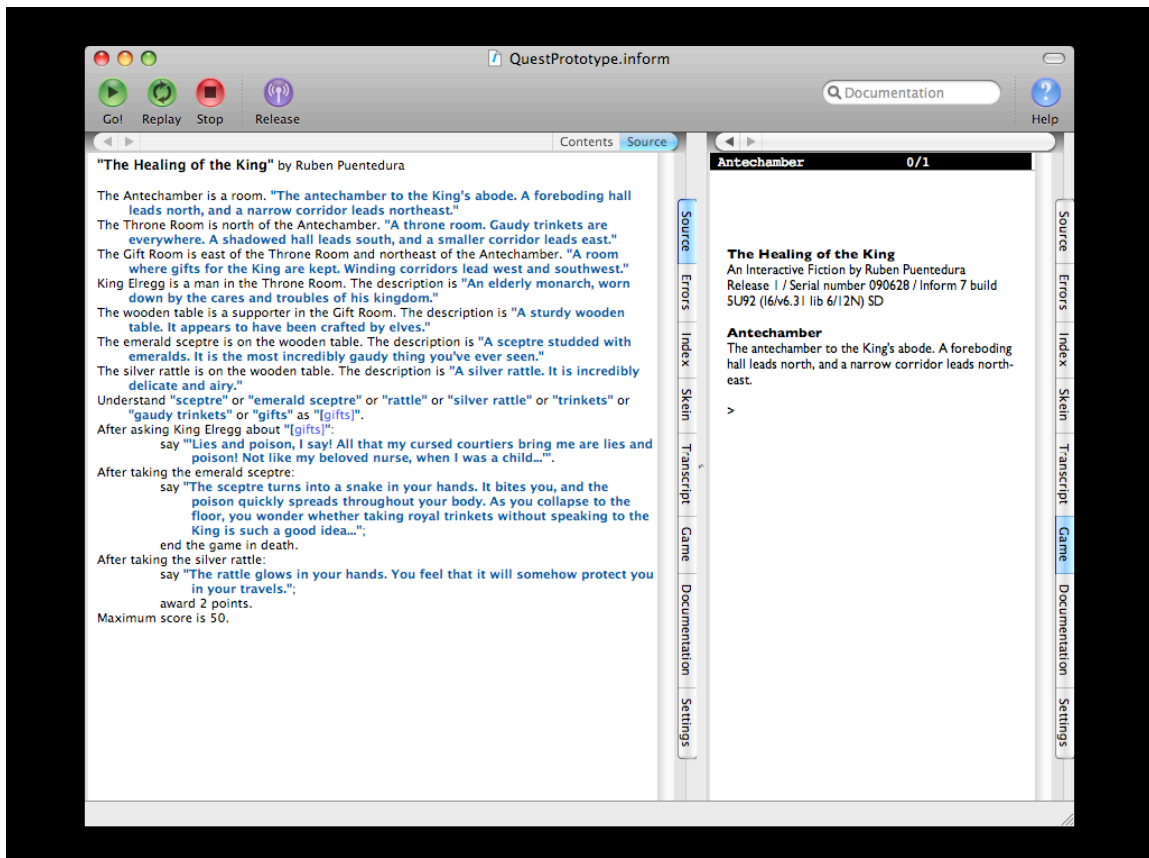
Game and Learn:
An Introduction to Educational Gaming
12. Case Study: *Inform 7*

Ruben R. Puentedura, Ph.D

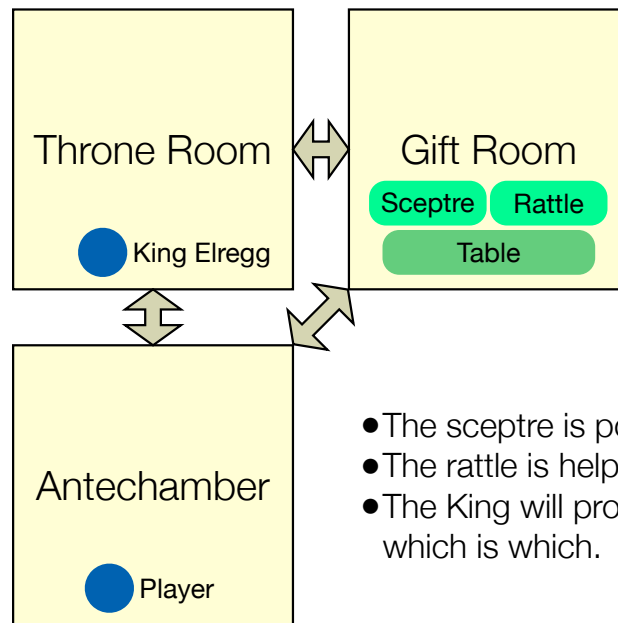
Playing Interactive Fiction



Inform 7



The Healing of the King Design



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."

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.

Resources Cited

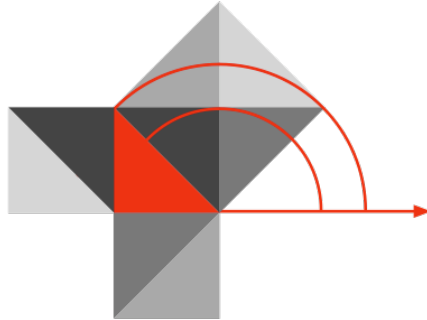
- **Playing Interactive Fiction:**

- *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:
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