

# WITCH?

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- Why Buy This Game When You Can Steal It?
- How to Best Kill Time before Future Boy
- Letter from the Editor

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## Interview with Madam Chesapea Hiss

Rouen, 1431. Salem, 1692. Essex, 1566. Ahvenanmaa, 1666. And now... New Haz, 2015?? Which Witch? investigates with *exclusive* content featuring this *exclusive* interview with Madame Chesapea Hiss, Head Secretary of Information, Church of the Fallen Gate, New Haz, Colorado company.

*Reprinted from What Sorcery?*

### So why Witchcraft? Why New Haz? Why not a more proper venue?

"If it harm none, do what you will." Surely, a decent world-view, would not you say? I feel it superior to various X-tian flavours. And as for why New Haz... why not New Haz? Where else is one to find complete lawlessness and the corresponding religious tolerance in the Western World? It really is America as people like myself have hoped it *could* be.

### I like your boots

Why thank you. They're python. Ha ha, only

kidding.

### You look like the kind of woman who really knows her way around a cauldron.

It would seem that way, wouldn't it? But no. While I do favour some of the more outlandish, garish attire that you'd see in my own little subset of human faith... there is nothing particularly mystic about what we do. We aren't out committing heresy and we're not a collection of heretics. Most of the time we only wish to practice our beliefs in peace. We're like any other subset of quiet, introspective, poetry loving girls that you'd ever come upon, only much more beautiful and seductive, ha ha.

### How important are labels to a gimmick, "made-up" religion?

I... what, now? Didn't you hear? There is nothing made-up about our religion or the way we view things. It's certainly no more or less fiction than X-tianity or PoohPoohPooh-dism or

Scamlam or --

### So they're pretty important? I understand you're the head secretary of information at your church. What's a normal day like for you?

They're not important. Are you even listening? A normal day for me does not include getting completely ignored by some serving boy with a Walkman and a microphone who has a tag on his fedora that says "scoop." A normal day? Oh, just what you'd expect. Paperwork, outlines for the upcoming week's events, meetings with new recruits, proofreading of new spells, --

### Thanks for coming by the other Friday. You were great. I've never seen anyone prepare a newt with their tongue like that before. My mother wants to meet you.

Okay, this interview is over.




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*"Harken back to times when our large-browed forefathers sat around the campfire, slurped up marrow and told stories to one another."*




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*This guy was also at the store, but we're not certain if he worked there or just stared menacingly at us for free.*

## Interview with J. Duffy, Benji's RPG Emporium

Exclusive! Our Man in New Haz Talks To Assistant Manager Jarret Duffy

*Reprinted from Pagan Illustrated*

**Tell us a little about yourself.**

I'm Jarret Duffy, assistant manager of Benji's Gaming and Role-Playing Emporium, at the Funtime Teen Mall. I am 5'9" tall and weigh 155 lbs. I have hazel eyes and a rusty mop of hair atop my head.

**What is a Gaming Emporium? How, indeed, did it start?**

What? What on earth do you mean? It's just a store. I imagine Benji filled out some forms in his typical broken English script with the local city government and they notified the city Teamsters. It's just a simple D&D gaming store.

**Ooh! D&D! Explain to our readers just what D&D is.**

This is... for which rag again? I'm sorry, but I always get them confused. Ah. Well, it hardly matters, now does it? You can barely tell the difference yourself. D&D stands for "Dungeons & Dragons." It's a game of the imagination. After buying a bunch of rule books, one guy -- the Dungeon Master -- creates a series of adventures and puzzles for everybody else hanging around the table. These "players" create avatars (or characters!) that exist in the DM's game world. Gameplay consists of the DM telling the players what they see and what

happens, and the players expressing their actions to the DM.

**It sounds fascinating**

It is.

**So it's like Cowboys and Indians, then? Where the "DM," as you put it, is the sole arbitrator of "who has hit whom"?**

You couldn't be more wrong if you tried. Dice are also involved! Lots of them. You need to have many different kinds of die if you want to play D&D. The basic set is one four-sided, four six-sided, one eight-sided, two ten-sided, and one twenty-sided die.

**It sounds expensive.**

Oh, it is. Horribly so. You need to buy three rule books once every ten years, and then a bag of dice that retails for about five bucks. The books are printed in invisible ink that runs out after a certain number of page flips. And one in one thousand books actually contains a puffer mushroom that shoots spores all over your nice new clothes, and you don't want to see the dry cleaning bill for ... are you writing all of this down?

**So it's quite the social game, then?**

*(muffled, uncommitted grunt)*

**How would you define the "magic" of D&D?**

I would define it as a wonderful game that allows us all to harken back to the times when our large-browed forefathers sat around the campfire, slurped up marrow from a velociraptor's fibula and told stories to one another. They'd sit back and laugh and nervously try to squash the front of their skulls back into their heads because it looked so disgusting otherwise. And they would think, hey, that's a great tale that Hrehrewaaaargh just told me, *why does my brow jut out like this?*

**Cave-people didn't encounter dinosaurs.**

I took Myth at university, not rock science. So you'll have to excuse me.

**What do you say to those that feel that D&D promotes Satanic imagery and Satanism?**

Er... "Show me your horns?"

**Thanks for the candid response.**

No sweat. Fancy a pop? They do Safeway Brand Discount Homebrew down the street.

**Sure. Let me turn this thing off.**

## Bonus! Installation of Necrotic Drift!

Once again, your favorite magazine brings you *exclusive* content. Here's how to get your copy of Necrotic Drift (that managed to come with this zine, no doubt) up and running.

### STEP ONE

The first thing you're going to want to do is install Hugo – the runtime engine that will allow you to play any Hugo game. Hugo's available on the disc (if you purchased the game) and at the website <http://www.generalcoffee.com>. Just install Hugo as you would any other application.

**Which Witch? Exclusive Quick Hint:** If you'd rather play immediately and downloaded the game for free, simply double-click on `hewin.exe` (included within the Necrotic Drift zip file) and select `ndrift.hex` as the story file to play. You won't have the associations automatically set like you would with the full Hugo install, but you will be playing immediately!

### STEP TWO

Ensure that you have a minimum resolution of 800x600. Necrotic Drift will work on all systems that Hugo supports, but things become cramped at a lower resolution. There's no maximum resolution limit.

### STEP THREE

**Action!** You're Jarret Duffy and you're trying to rent a movie in the city of New Haz. Your buddies (Gibs, Criswell and Pang) are with you and the clerk wants you out of there so he can close the store. It's best to talk to your friends (see the command summary for how to

talk to people) and you just might need to defend yourself at one point. Remember! Violence and conversation – though not necessarily in that order! – are the keys to solving Necrotic Drift.

### THE GAME SCREEN

There are six components to the Necrotic Drift screen:

**TEXT WINDOW:** This window displays all the text within the game.

**PICTURE WINDOW:** Every time Jarret moves to a different room, a new graphic depicting the state of the adventure is placed within the picture window.

**PLAYER WINDOW:** Jarret's various states of being are shown to the right of the picture window.

**NPC WINDOW:** Jarret often finds himself talking to and fighting with various denizens of New Haz. When he engages in such activities, a graphic of the person he's immersed with is displayed to the right of his own portrait.

**BLOOD TOOLBAR:** The toolbar that displays "Files – Text – Music – Goodies" not only separates the text from the graphics, but right clicking on the toolbar allows you to bring up some quick commands.

**LOCATION BAR:** The location bar shows the room Jarret's currently in, alongside his score (out of a maximum 601 points) and number of turns taken.

## Sample Transcript for Necrotic Drift

**>look**

Academy Videos

The inside of the video store looks like it was slapped together in a weekend by enslaved, tool-wielding howler monkeys and routinely cleaned by an anomic with all the enthusiasm of a man who lost a bet. Rotting floorboards create a random topography that would put the landshifts and valleys of the legendary Umar Hills to shame. Faded posters cover much of the surface area of the walls, and a few of them have begun peeling or been stricken with graffiti.

Gibs, Pang, Criswell, and the clerk are here.

**>gibs, hello**

[ Use "TALK TO CHARACTER" to talk to a particular character in the game. ]

**>what?**

[ That sentence is not understood by the game. ]

**>kill criswell**

I'm just not angry enough at Criswell right now to start clobbering him.

**>dammit**

[ The word "dammit" is not recognized by the game. ]

**>fuck**

Be a little more specific about what you'd like me to fuck.

**>hahahahhellroorlOROLrhehahaha**

[ The word "hahahahhellroorlorolrhehahaha" is not recognized by the game. ]

**>save**

Saved.

**>restore**

**Have you got a photographic memory? If you have you will find the following question to be very easy. If you haven't, please find your novella that came with the game called 'Which Witch?'. Please turn to page 17, then find line 5 (please note that lines start at 1, 'chapter' lines are included, but blank lines are not.) And count to word 6.**

**Now please enter this word. Or just hit enter. You have three chances to get it right.**

**Please enter word : fart. hehe.**

Restored.

**>talk to clerk**

[1] "Do you recommend anything here?"

Select an option or 0 to say nothing >> 1

"There are only fifteen movies worth seeing. Everything else comprises the disgusting, arched-over shoulders that those giants sit upon. These fifteen films are as follows: *Casablanca*, 1942. *Schindler's List*, 1993. *Citizen Kane*, 1941. *Apocalypse Now*, 1979. *Photopia*, 2012. *The Godfather Part II*, 1974. *A Clockwork Orange*, 1971. *Blue Velvet*, 1986. *The Shawshank Redemption*, 1994. *The Return of the King*, 2003. *Shichinin No Samurai*, 1954. *Das Boot*, 1981. *Fahrenheit 451*, 2005. *Double Indemnity*, 1944. *Mortal Kombat: Annihilation*, 1997."

**>quit**

[Your score is 0 from a trivial 601.]

## Why Buy This Game When You Could Steal It?

Except you can't. Not yet. An amateur like you? Come off it! Now, if you were a fully paid-up union member of the New Haz Funtime Teen Mall, things would be different...

Mind you, it's not easy. You might find your go of it slightly easier if you employ the services of one Jarret Duffy, 27, register jockey at Benji's Gaming and RolePlaying Emporium.

Duffy works in the Funtime Mall, lives in a town affectionately called 'The Fort' and

exists in the year 2015.

His friend Gibs thinks he should use his quipping and storytelling talents for good and join him on his midnight sports talk show. His friend Trott thinks he should write lengthy game manuals, but he's just got a secret and incomprehensible hatred for the website GameFAQs. Duffy's girlfriend Audrey thinks he should finish his degree in Mythology and take it from there.

Duffy himself, however, seems to be mindlessly content toiling for \$5.51 an hour so he can talk about demons, devils, dweomer

and -- less embarrassingly -- dragons.

A bit of a late-twentysomething life crisis would ordinarily be no problem in a city full of helpful natives and friendly wildlife. Trouble is, Duffy's not in a city like that! He's in New Haz. If you've played Fallacy of Dawn, you'll remember New Haz. And the place seems to have gone downhill since then, especially once the lights get low.

Which, of course, makes Duffy the best guy to know when all hell finally breaks loose at the Mall.

## Command Summary

### Basic Commands

**TALK** to person: Tells Duffy to talk to another character. Can be shortened to "t".

**LOOK**: Prints the room description.

**EXAMINE** item: Stare intensely at a particular item. Can be shortened to "x".

### Combat Commands

**FIGHT** person: Tells Duffy to attack another character with his fists.

**HIT** person **WITH** item: Tells Duffy to attack using a melee weapon.

**SHOOT** person: If Duffy has a gun, he can shoot it at somebody with this verb.

**SHOOT** person **WITH** gun: Specifies which gun to use, if Duffy is carrying multiple firearms.

**THROW** object **AT** person: Specifies an item to be thrown at an enemy.

### Management Commands

**INVENTORY**: Displays what Duffy is holding. Can be shortened to "i".

**DIAGNOSE**: A text description of Duffy's current health level.

**WAIT**: Allows time to pass for one turn. Can be shortened to "z".

**AGAIN**: Repeats the last command. Can be shortened to "g".

**EXITS**: Lists the possible exits from the current

room.

**SCORE**: Prints the current gaming session's score.

### Music Commands

**MUSIC ON/OFF**: Toggles the game's soundtrack.

**SOUND ON/OFF**: Toggles the sound effects in the game.

### System Commands

**ABOUT**: Prints the initial info message.

**HELP**: Gets you back to these help screens.

**SAVE**: Saves the game in progress. You will be prompted for a filename.

**RESTORE**: Loads a saved game.

**RESTART**: Begins the game anew, as if playing it

for the first time.

**SCRIPT ON**: Logs the game's text to an output file.

**SCRIPT OFF**: Turns off game logging.

**OOPS**: When followed by a word, corrects a typo of the previous line with that word.

**UNDO**: Takes back the previous command and puts the game in a state one move earlier.

## Three Likely to Die in 2015

### Jarret Duffy



Jarret Duffy is an assistant manager at Benji's Gaming and Role-Playing Emporium, at the Funtime Teen Mall. He's 5'9", 155 lbs and extremely slight of build. He has hazel eyes and a rusty mop of hair atop his head. But more, he is almost single-handedly responsible for

keeping a heretic like Benji in business. After Benji's first mall venture – the Arcade – went mysteriously belly-up (well, relatively speaking it was mysterious; the attempts at bombing it certainly played a large part) it was up to the Emporium to sustain him through the cruel New

Haz winter. And the one employee he's been able to count on has been Duffy. Sure, the kid's got a great head of hair, but how far can that take you? Look for Duffy (who lives away from New Haz, all the way north in the Fort) to make a quick exit from this mortal coil in 2015.

### Barnaby Gibs



Imagine you have no talent, ability, prospects or future. Everyone who knows you dislikes you to some degree, and you're probably the most flagrant and obnoxious misanthrope that those of us here at *Which Witch?* have ever seen. Sounds pretty bleak, doesn't it?

Well, Barnaby Gibbons doesn't have to imagine. He's living such an existence. You might recall Gibs if your radio has ever been broken and it's been stuck on KNHZ from three A.M. until six. His reprehensible sports talk show ("Ludicrous Gibs!") has taken those of

us here at the magazine to task regarding claims that some of our content has been stolen from other sources! Outrageous! It's one evil spell after another for Gibs in 2015, and frankly, we've never been so sure that something wicked will come somebody's way as we are with him.

### Audrey Case



She's a fourth-year medical student at the local university, but commitments are not her strong suit! Showing up on-time for an actual, confirmed date isn't, either.

Audrey Case is 5'5" and hardly weighs anything at all, but she was able to weigh the pros and cons of going out with us here at *Which Witch?* and her reply was succinct and

nefarious. And later, we found out, evasive. She didn't even care that we had happened to stop by and pick up some flowers at the local florist, either. Longtime readers know how difficult it is to get a half-dozen black roses here in New Haz, but apparently this difficulty is lost on Ms. Case. Constantly seen skulking about with her loathsome, ne'er-do-well, slack-ass boyfriend J. Duffy (see

entry above), we predict that Ms. Case either wises up – pronto! – or will soon find herself buried within the very unmarked grave she totally made out with us here at *Which Witch?* upon a couple months ago.

Unless she calls us.

## Letters to the Editor

*Dear Which Witch?*

I've recently started going barefoot in order to more attune myself with Gaia, or as all my friends call her, "Gay-a." How can I convince these Neanderthals – not to mention my co-workers down at the dock! – that what I'm doing is not a passing fad, but rather, a life-changing event?

Signed,

Nervous in New Haz

DEAR NERVOUS,

**A/S/L? – ed.**

*Dear Which Witch?*

I've just begun a strict vegan diet. But it's starting to have an effect in the bedroom! I love my boyfriend, but he's taking the news that I won't be, ah, indulging in certain behaviors as much or at all in the future. How do I break the news to him?

Signed,

Vegan in Fort Victory

DEAR VEGAN,

**You're talking about cock-sucking, right? Hahaha, that poor *bastard*. – ed.**

*Dear Which Witch?*

Well, I did it. I finally gave up on meat. I think it's beginning

to affect my brain, though, as I recently bought a text adventure. And I'm stuck. How on earth can I get clues and answers and get on with things?

Signed,

Know-Nothing in New Haz

DEAR KNOW NOTHING

**Try the Usenet group [rec.games.int-fiction](mailto:rec.games.int-fiction), honey. And if you can stomach it – and all the self-promoters – then why don't you give me a call and we see what else you can stomach. –ed.**

## Letter from the Editor

Here's a few goddamn things I expect out of you lot – first, all of you writing this rag: **all** of you had better fucking be women this month. I just fired my intern because he was changing the names of your miserable letters to that of extremely attractive fantasy women, like Pixie, Heather, Candy, Allegro and, most embarrassingly, Montezumia. I regret what I said, but not how I phrased things. Wait.

Secondly, stay on the goddamn paths this winter. Just because the city is covered in a blanket of snow, it doesn't mean that

it's time for you plodding savages to go out and crush the millions of micro-organisms that are simply trying to survive the frost. Every time I leave the city for such things as fresh eggs, whole bread, oil and water I see the trails a spitter-spatter and hodge-podge of ruin. You wouldn't throw things off the ledge at the mall, so I don't know why you'd treat the outdoors any differently. I'm not sure why I have to be the one to point this out (especially in a trendy, monthly Pagan Worship zine) but still. Stick to the trails.

Lastly, we're sending thugs out for those of you who aren't upping your subscriptions. We're planning on making those programs that take troubled youths and have them whining for magazine subs look like a Tahitian Lesbian Fantasy Camp. I've got my fingers in a lot of pies, and I won't have you lot ruining this for me, not at least until I can get that juicy head editorial bit over at *What Burglar?*

I hope you all had a happy and successful New Year's Eve! -- ed.

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*"I recently bought a text adventure."*

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*"I've got my fingers in a lot of pies, and I won't have you lot ruining this for me."*

## Necrotic Drift

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PURCHASING:

[www.feelies.org](http://www.feelies.org)

HUGO

*a text adventure  
creation language*

[www.generalcoffee.com](http://www.generalcoffee.com)

THE HUGONOMICON

[hugonomicon.sf.net](http://hugonomicon.sf.net)

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We're on the Web!

See us at:

[www.NECROTICDRIFT.com](http://www.NECROTICDRIFT.com)

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BENJAMIN "PINBACK"  
PARRISH: Like this- Woo!

ROBB SHERWIN: ... says:  
Thanks so much for playing.  
The next one will be serious,  
promise.

**NAME:**

Address:



## WHICH WITCH? SUBSCRIPTION OFFER

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