Victor Gijsbers IF Archive 2004-2019

Welcome to my attempt to create a relatively **comprehensive archive of my IF related activities**. Here you will find, among other things, all my completed games including source code; all my incomplete games including source code (with the exception of the game I'm working on); any other interesting documents related to my IF authoring or reviewing that I found on my hard drive; a backup of all my IFDB reviews; and a backup of all my Gaming Philosopher blog posts.

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Please find a rough table of contents below.

ATTACK

The ATTACK directory contains various versions of the Inform ATTACK extension, including the manual and a small proof-of-concept game that goes with the manual.

Games – Complete

1. <u>The Baron</u>. The 2006 game, written in Inform 7. Contains both the Dutch and the English version, the latter including some later changes to the source code that have not been released. Also contains the beginning of an essay on the game, as well as a document that contains many of the reviews written about the game over the years.

2. <u>Fate</u>. The 2007 game, written in Inform 7. Contains both the 2007 version Fate for z-code, and the 2011 updated OpenFate for Glulx, which comes with a cover and more tutorial options.

3. <u>Figaro</u>. The 2007 proof-of-concept game, written in Inform 7. In a separate directory, it also contains version 2 from 2010, which includes some more endings and source code with better annotation.

4. <u>The Art of Fugue</u>. The 2010 logic puzzle game, written in Inform 7. The source code version is from 2011, so it probably contains some small changes over the compiled version. This may well include new high scores.

5. <u>'Mid the Sagebrush and the Cactus</u>. The 2010 conversation/combat game, written in Inform 7. Contains the 2010 version, source code last modified in August 2010; as well as a slightly newer version, source code last modified March 2011.

6. <u>The Game Formerly Known as Hidden Nazi Mode</u>. The 2010 game, written in Inform 7. There are two versions: the "Former" version, which does not have a hidden Nazi mode. And the "Real" version, which does have a hidden Nazi mode. The "Hidden Nazi Mode – Release" folder contains the files that were publicly released: the essay, the cover art, the source code of the "former" version… and, as some people already found out, the compiled game of the "real" version.

7. <u>Kerkerkruip</u>. The 2011 game, written in Inform 7. The latest code is at the Github repository, but these directories show something of its history.

8. <u>Jason and Medea</u>. The 2011 game, written in Inform 7 for the PAX East interactive fiction Demo Fair hosted by Emily Short. First public release in 2019.

9. <u>Nemesis Macana</u>. The 2012 game, written in Inform 7. Includes source code, game, and an .odt version of the in-game manifesto, possibly less polished than the in-game version.

10. <u>Terminal Interface for Models RCM301-303</u>. The 2018 game, written in Inform 7.

Games – Incomplete

1. <u>First Game / Revenge.</u> Just the beginning of an Inform 6 game that bills itself as "the interactive fiction debut of Victor Gijsbers", written in 2004. The basic idea was that the player could escape imprisonment by going into a rage, and that the world would look very different based on whether you were raging or not. The current implementation is spotty at best… Needless to say, it did not turn into my debut. There is also a directory 'Wraakzucht' which contains an even more incomplete Dutch translation.

2. <u>Swineback Ridge Dutch translation</u>. Eric Eve gave me permission to translate his Inform 6 game *Swineback Ridge* into Dutch. Which I proceeded to do… and never finished. The abortive attempt can be found here; it was last worked on in May 2006.

3. <u>Idols of War</u>. The first combat game using an early incarnation of ATTACK, written in Inform 7. Two different versions included, both of them very substantial pieces of code. The original directory was last edited in 2008, the other in 2010.

4. <u>Escape</u>. Inform 7 game, collaborative project with Jimmy Maher, source code last modified December 2009. Can't remember what its relation was to the next project. It is very unfinished.

5. <u>He Turns towards the Light.</u> Inform 7 game, collaborative project with Jimmy Maher, source code last modified December 2009. The idea was to write a game about someone who became blind and had to solve puzzles using his other senses. Of course, there would have been a light puzzle… and the protagonist would have been absolutely dismayed when he found out that turning on the light did not relieve his darkness! We never get very far.

6. Such Bitter Business. Inform 7 game, last worked on in 2009. Just the first scene of a game based on ATTACK, in which the player is an immortal vampire setting out on a quest accompanied by a mortal buy. I think one of my main ideas was to give the player the option to restore his health by drinking the boy's blood, thus creating a sort of tactical/moral trade-off. (Such an original idea for a vampire game!) On the positive side, the tone is more funny than angsty.

7. Three Deaths of Klytaemnestra. A project trio of Inform 7 games, last worked on in 2010. *Libation Bearers* would have been an over the top RPG about Orestes killing his mother; *The Kindly Ones* would be an elevated tragedy; and *No Red-Tipped Leather Phallus* (a quotation from Aristophanes!) would have been a bawdy comedy full of community in-jokes. Contains a brief design document and an early version of *Libation Bearers*, which consists mostly of an early version of ATTACK.

8. Dance to the Beat of the Earth. Inform 7 game, source code last modified in February 2011. Built on ATTACK. There's little game here – a cold, abstract, poetical world for which I was probably inspired by Ben Lehman's RPG *Polaris* and some of Emily Short's work, although the prose here (unlike theirs) seems ham-fisted and unpolished. The most interesting idea here, which also gave the game its title, was to add a system of *astral influence* on top of ATTACK. Every turn, one of the planets influences combat, and some moves can only be made, or can be made more effectively, under the influence of that planet. You see which planets will come up several turns in advance, which allows you to time your moves – and dance to the beat of… well, the Heavens, actually.

9. As Only Angels Can Fall. Inform 7 game, source code last modified in December 2012. The title is a phrase from the Laibach song *Germania*; but the game opens up with a quotation from Rilke: "Who, if I cried out, would hear me among the Angelic Orders?" This was supposed to be a deep metaphysical game, in high prose, with a complicated arrangement of voices, and apparently a lot of choice-based conversation. Frankly, I don't remember much about the plan, or even if there was a plan beyond this opening scene.

10. I remember. Design document for a choice-based game, last modified April 2015. The current design seems very one-dimensional / simplistic. Must admit that I can't remember what I was thinking about when I wrote it.

Reviews and Essays

Does not include reviews posted on IFDB, Intfiction.org or *The Gaming Philosopher*. Does include SPAG Specifics, reviews written for assorted purposes, the essay that accompanied *Figaro*, and interview with Jimmy Maher that appeared on my blog, as well as a few other documents.

Various

Contains a backup of all posts (not including replies) of *The Gaming Philosopher*, a backup of all my IFDB reviews, a backup of almost all my Intfiction.org post (I removed posts in the hidden IF Comp Author boards that quoted other people), and Excel sheets for the IF Top 50's of 2011 and 2015.