

[Euann's favorites](#)

[Tulasi's favorites](#)

Parser games

Most of these can be played online, but for Counterfeit Monkey (and in order to explore other games in the [Interactive Fiction Database](#)) I recommend downloading an interpreter for IF files. I use [Lectrote](#) (downloads are [here](#)), but there are plenty of options out there.

[9:05](#), Adam Cadre

A very short game with a twist ending (if you find it).

The [Dreamhold](#), Andrew Plotkin

If you're playing for the first time, enter "about" as your first command. This game is a great introduction to common parser game commands, and has a "tutorial voice" that will help you through the game. You can also ask for hints at any point.

[Photopia](#), Adam Cadre

More narrative-centered game which packs an emotional punch. Takes about half an hour to play through. Innovatively incorporates color and formatting.

[Counterfeit Monkey](#), Emily Short

My personal favorite IF game! Whimsical central mechanic of transforming objects through the manipulation of text, and has some lovely worldbuilding. I'd strongly suggest playing something like Dreamhold first to get a feel for puzzle-y parser games and how to interact with them.

[A Mind Forever Voyaging](#), Infocom

The decoder in the [manual](#) is needed to progress through the game. To play, start the emulator, open the "Infocom Masterpieces" folder on the desktop, and open the first game in the folder (everything will load a little bit slowly). Immersive story with multiple styles of interaction in different parts.

[Zork](#)

Another super classic IF game, by some of the people who eventually went on to found Infocom.

Choice-based games

[Bee](#), Emily Short

Chill game that presents vignettes from the life of a homeschooled girl training for the spelling bee.

[Stay?](#), E. Jade Lomax

Fantasy narrative puzzle game in which you reincarnate until you find your happy ending.

[Recipe for Love](#), Shelly Alon

Adorable and very short story where a robot inquires about the recipe for love.

[the uncle who works for nintendo](#), Michael Lutz

Horror narrative which incorporates some visuals and sound.

[The Temple of No](#), Dominik Johann and William Pugh

Short, quirky game that shows off Twine's capabilities.

[Please Answer Carefully](#), litrouke

Very short horror game about surveys and stalking. Really creative use of Twine.

[Horse Master](#), Tom McHenry

Raise a horse and try to become a horse master.

[Howling Dogs](#), Porpentine

Surreal narrative concerning escapism. Worth a study.

[Depression Quest](#), Zoe Quinn

Play as someone living with depression. Lauded for a reason.

[POM SIMULATOR 9000](#), d Marie

Adorable short IF enhanced with illustrations where you can turn into a small, fluffy dog.

[Beneath Floes](#), Kevin Snow

Atmospheric Inuktitut game about storytelling. Great soundtrack.

Other

[A Dark Room](#)

Text-based resource management that incorporates ASCII text adventures as you progress, so not exactly a parser or choice game. Very addictive :P

[80 Days](#)

Interactive adaptation of Jules Verne's *Around the World in Eighty Days* in a steampunk setting. Fantastic blend of visuals/sound/text.

[Signs of the Sojourner](#)

A chill video game revolving around travel and communication. Not text-based, but I feel like it's in the same spirit as some of the IF games previously mentioned.

[Fallen London](#)

Text-based RPG set in an alternative, gothic Victorian London. Incorporates some visuals and multiplayer; the breadth of worldbuilding and player agency is awesome.

[Godville](#)

Text-based self playing comedy game where you're a god who can try to influence your hero. Hilarious and creatively made.

[Achaia](#), a part of [MUSHes](#), [MUCKs](#), and [MUDs](#)

One of the biggest [MUDs](#) out there. This genre is slightly to the left of interactive fiction, and has a heavy learning curve, but is interesting to know about if not play.

Stuff mentioned in "History" slide

[ELIZA](#)

Computer program meant to emulate a Rogerian psychotherapist.

[Adventure](#)

Early well-known parser game—adventure genre, as the name implies.

[AI Dungeon](#)

AI-generated game in a parser style, created with GPT-3.

[A Mind Forever Voyaging](#)

Explained near the top of the doc!

Resources about IF, game creation, history, etc.

[Interactive Fiction Database](#)

Enormous database of all sorts of IF works, all for free! You'll need a .gblorb file interpreter for a lot of the parser ones, I use [Lectrote](#) (downloads are [here](#)).

[The Craft of Adventure](#), Graham Nelson (creator of Inform)

[Achievement Relocked: Loss Aversion and Game Design](#), Geoffrey Englestein

[Brief Bibliography about IF History](#), Emily Short

[Inform 7 for Programmers](#), Ron Newcomb

[A Guide to Using Twine](#), Aidan Doyle

(Chris Klimas' lecture linked in the article is also informative, especially about plot structures for IF!)

[Introduction to ChoiceScript](#)

An IF language we didn't cover but opens the possibility of publishing with Choice of Games LLC