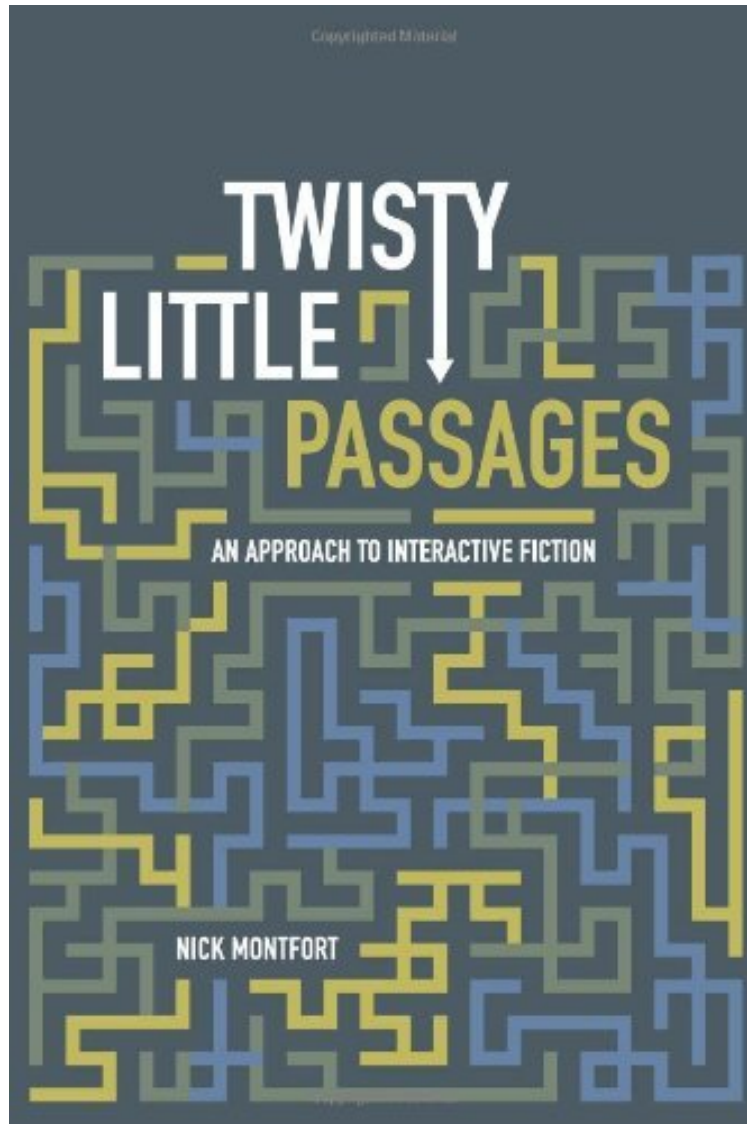


(Get free) *Twisty Little Passages: An Approach to Interactive Fiction* (MIT Press)

Twisty Little Passages: An Approach to Interactive Fiction (MIT Press)

Nick Montfort

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Nick Montfort : Twisty Little Passages: An Approach to Interactive Fiction (MIT Press) before purchasing it in order to gauge whether or not it would be worth my time, and all praised *Twisty Little Passages: An Approach to Interactive Fiction* (MIT Press):

5 of 5 people found the following review helpful. A textbook, but a really good textbook. By That's so DavenI like this book. I really do, but I'm a nerd. It's very, very dense. it reads like a long research paper on text-adventure games. But that's because it basically is a research paper on text adventures. However if you like a serious approach to the history

of gaming then this book is a great pick up and read. If you're looking for some light techno-babble about how awesome video games are, it's not this. This is not so much a beach read, but it's an interesting experience. 1 of 1 people found the following review helpful. In Depth Study By Roy Wagner If you ever "played" an Infocom "game" and want to know more about how they came to be, this book is for you. It is an in depth study of the history of interactive fiction. A very complete and enjoyable book. 0 of 0 people found the following review helpful. Not really intended for casual audiences By David E. Smith This book is very scholarly, and very dense. If you're just looking for a casual history of the genre, you won't find it here. It's worth reading, but you'll need to put a decent amount of effort into doing so.

Interactive fiction -- the best-known form of which is the text game or text adventure -- has not received as much critical attention as have such other forms of electronic literature as hypertext fiction and the conversational programs known as chatterbots. *Twisty Little Passages* (the title refers to a maze in *Adventure*, the first interactive fiction) is the first book-length consideration of this form, examining it from gaming and literary perspectives. Nick Montfort, an interactive fiction author himself, offers both aficionados and first-time users a way to approach interactive fiction that will lead to a more pleasurable and meaningful experience of it. *Twisty Little Passages* looks at interactive fiction beginning with its most important literary ancestor, the riddle. Montfort then discusses *Adventure* and its precursors (including the *I Ching* and *Dungeons and Dragons*), and follows this with an examination of mainframe text games developed in response, focusing on the most influential work of that era, *Zork*. He then considers the introduction of commercial interactive fiction for home computers, particularly that produced by Infocom. Commercial works inspired an independent reaction, and Montfort describes the emergence of independent creators and the development of an online interactive fiction community in the 1990s. Finally, he considers the influence of interactive fiction on other literary and gaming forms. With *Twisty Little Passages*, Nick Montfort places interactive fiction in its computational and literary contexts, opening up this still-developing form to new consideration.