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, 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.

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

> A recommendation from a friend! Haven't played it yet myself.

Recipe for Love, Shelly Alon

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

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.

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.

Resources about IF, game creation, history, etc.

[The Craft of Adventure](#), Graham Nelson (creator of Inform)
[Achievement Relocked: Loss Aversion and Game Design](#), Geoffrey Engelestein
[Brief Bibliography about IF History](#), Emily Short
[Inform 7 for Programmers](#), Ron Newcomb
[Interactive Fiction Database](#)