

IF YOU'RE NEW TO IF:

Welcome to IF (*interactive fiction*)

IF is something between literature and a game. You play the main character of the story. And in this one you are a boy who wants to watch his favourite TV show. You decide how the story proceeds by typing in what the boy does, like:

‘Go north’

‘Eat apple’

‘Ask teacher about homework’

‘Take book’

‘Put book on the shelf’

If you want somebody to do something for you, start with the persons name, then a comma, and than what you want him to do:

‘dog, bite burglar’

‘Bartender, give me a beer’

‘John, go north’

Sometimes when it is not clear for the program what you mean, the program might ask you something like:

‘Which do you mean, the red ball or the blue ball?’
In which case you just have to type ‘red’ (or ‘blue’) instead of having to retype the whole sentence

‘Put the red ball in the basket’

This is a time based game. Each move you make adds one minute to the current time, which can be seen on the top right side of your game window. When you start the game it is four minutes past four, and you have until half past four to turn on the TV. Don’t worry if you can’t make it the first attempt. You’ll have one more hour to explore before you have lost the game.

Examine everything you see, explore every room and talk to everybody you meet. Make notes, especially if you find something that works.

Some interpreters (like Glulxe) keep track of all the text in the game that you can copy and paste to a text editor like notepad. Or you can use the ‘transcript on’ command in game to start writing all text to a file.

It will probably take you a couple of tries to win the game, but it can be done.

HERE IS A LIST OF WORDS YOU COULD TRY:

again (or g)

autoclose

autoclose off

autoclose on

answer [text] to [someone]

ask [someone] for [something]

ask [someone] about [something]

attack [something]

burn [something]

buy [something]

call [someone]

climb [something]

close [something]

cut [something]

dial [number]

drink [something]

drop [things held]

eat [something held]

enter [something]

examine [something] (or x)

exit

flush [something]

get get off [something]

give [something] to [someone]

go [direction -- N, S, E, W, NW, NE, SW, SE, up, down, in, out]

help

inventory (or i)

jump

kiss [someone]

listen

listen to [something]

lock [something]

lock [something] with [something]

look (or l)

look behind [something]

look inside [something]

look under [something]

look up [text] in [something]

no

open [something]

pet [something]

pull [something]

push [something]

push [something] [direction]

put [things] in [something]

put [things] on [something]

quit (or q)

restart

restore

rub [something]

save

score

search [something]

set [something] to [something]

show [something] to [someone]

sing

sit on [something]

sleep (or z)

smell [something]

sorry

squeeze [something]

swing [something]

switch [something] [on/off]

talk to [someone]

take [things]

take off [something]

taste [something]

tell [someone] about [something]

think

touch [something]

transcript [on/off]

turn [something]

unlock [something]

unlock [something] with [something]

use [something]

wait (or Z)

wake up

wake [someone]

wave

wave [something held]

wear [something held]

Yes

Some of these verbs have synonyms you can use, like “get” instead of take, or walk north instead of go north. (I always just type ‘n’).

You probably won’t need all of these commands, but some off them may just be fun to try.

Other useful words are ”all” as in “take all”, and some words that refer to a previous noun, like “him”, “her”, “them” or “it”.

You can use “me” to refer to yourself “search me”

Good luck.

André Kosmos

Spoiler alert!!!

The complete solution to completing the game in the least possible moves is on the next few pages.

Don't read on unless you are sure.

go east

go north

open fridge

drink beer

Ok, probably not the solution you were looking for, but technically, loosing a game is also a way to finish it.

If you want a solution to WIN this game, try the next page

Up, West

OPEN LEFT DRAWER

GET FLASHLIGHT

East, Down, East

LOOK UNDER PAPER

GET REMOTE

North, East, South

OPEN LUNCH BOX

GET AA BATTERIES

PUT AA BATTERIES IN FLASHLIGHT

North, Down

TURN ON FLASHLIGHT

OPEN MATCHBOX

GET AAA BATTERIES

PUT AAA BATTERIES IN REMOTE

Up, West, West

SWITCH TV ON