

Riddles are "the most direct method known to creating the aesthetic and poetic of 2D video" (2)

Like IF, riddles are often discussed as a diversion for children. (3)

Most often, the riddle is "literary riddle" but are "challenging yet solvable" (4)

Riddles

What are riddles and where do they fit in?

Many riddles and IF are related in ways:

- They both have a specific world
- They are both something to be solved
- Both present a challenge and approximation difficulty
- Both play against the binary and the parsing

Specularity:

"The riddle can be in more or less difficult to solve riddle depending on how well-constructed and well-constructed the riddle is" (5)

Perceived the solution:

"The success or failure of IF is "happier" and the solution is often not in the riddle and understood the world is more commonly known the "I" word" (6)

Approximate Difficulty:

Carlson Nelson's "A Bit of Paper's Light"

"The player has the right, not to be given a hint, and they have not to have a type exactly the right word in the 2D world, because the player will be given an easy and hard to be able to understand a problem when it is solved"

The poetics of the riddle

How is a riddle put together?

How does it work?

"re-categorization and transformation"

a feel for the algorithm

"a work of interactive fiction should motivate the interactor to continue to figure out its world just as the riddle should compel further thought and further work toward a solution" (6)

Three Principles

IF should be:

- very mysterious
- but must have an answer that accounts for everything about its world
- and must remain mysterious even after its solution

Riddles

What gets wetter and wetter the more it dries?

Riddles are "the most directly useful figure in considering the aesthetics and poetics of [IF] today" (37).

Like IF, riddles are often dismissed as a diversion for children. (38)

Montfort's focus is on
"literary riddles" that are
"challenging yet solvable."

Literary riddles and IF are related in four ways:

- They both have a systematic world
- They are both something to be solved
- Both present a challenge and appropriate difficulty
- Both join together the literary and the puzzling

Systematic:

"The riddlee can find it more or less difficult to solve a riddle depending on how well-constructed and self-consistent the world or 'cosmos' of the riddle is" (45).

Presented for solution:

The interactor/reader of IF is "trying to find the solution to puzzles and to explore and understand the world so as to successfully traverse the IF work" (46).

Appropriate Difficulty:

Graham Nelson's "A Bill of Player's Rights"

The player has the right:

not to be given horribly unclear hints

not to need to do unlikely things

not to have to type exactly the right verb

to be allowed reasonable synonyms

not to be given too many red herrings

to be able to understand a problem once it is solved

The poetics of the riddle

How is a riddle put together?

How does it work?

How do we make put together.

"recategorization and transformation"

the algorithm

a feel for the algorithm

"a work of interactive fiction should motivate the interactor to continue to figure out its world just as the riddle should compel further thought and further work toward a solution"

(6I)

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