Riddles are 'the most directly useful figure in considering the aesthetics and poetics of IF1 today" (5?).

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

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

Riddles

What gets wetter and wetter the more it dries?

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

Symmetries:
"The riddles can find a more or less difficult to solve: a riddle depending on how well-constructed and self-consistent the world or 'cosmos' of the riddle is" (35).

Presented for solution:
The interactive reader of IF is "trying to find the solution to puzzles and to explore and understand the world so as to successfully traverse that IF work." (49).

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 die unfairly things
not to have to type exactly the right verb
to be allowed reasonably 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?

"recategorization and transformation"
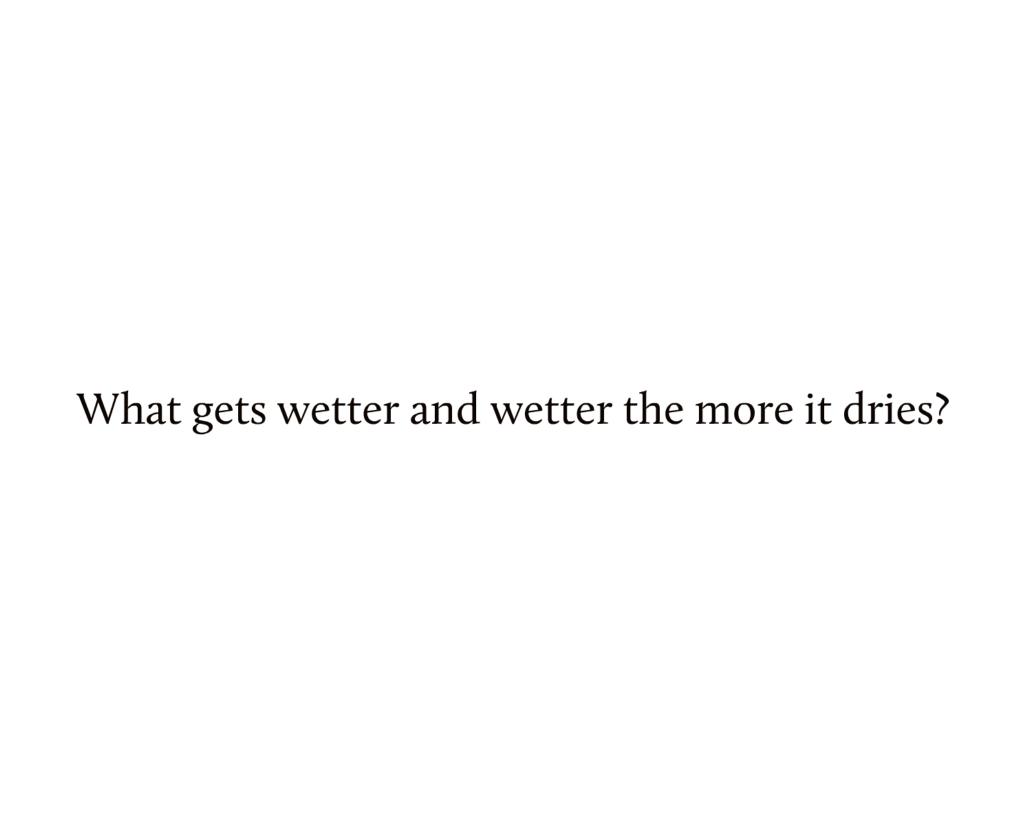
a feel for the algorithm

"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" (61)

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?

"recategorization and transformation"

he 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" (61)

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

What gets wetter and wetter the more it dries?