

Zork's Innovations and Inspirations

reading Zork against Adventure

Adventure inspired numerous other 'mainframe works'

How are we inspired by Zork?

trapdoor

Adventure's Prize is Zork's Thief

NPCs in Adventure were just "there." Zork's NPCs helped move the narrative forward

Zork was inspired by Adventure

"Mark, Dave, and I exposed ourselves to a lot of really good writing" (qtd. in Montfort 100)

innovation #1: "deep reservoir of technical humor"

100

100

innovation #2: technical advances

a more advanced world model

"dig"

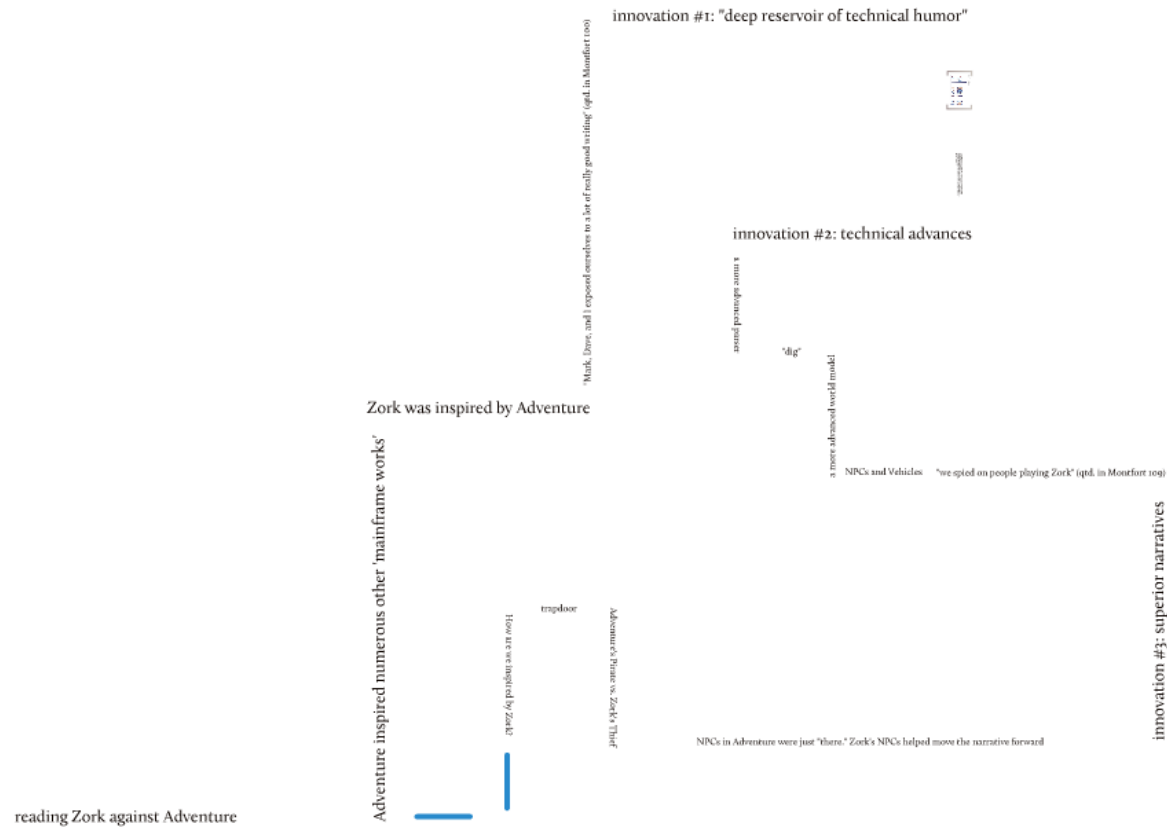
a more advanced world model

NPCs and Vehicles

"we spied on people playing Zork" (qtd. in Montfort 109)

innovation #3: superior narratives

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reading Zork against Adventure



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a more advanced parser

is inspired by *Adventure*

innovation #1: "deep reservoir of technical humor"



Math Jokes

Dec	Hex	Oct	Bin	Dec	Hex	Oct	Bin	Dec	Hex	Oct	Bin	Dec	Hex	Oct	Bin
64	40	100	01000000	80	50	120	01010000	96	60	140	01100000	112	70	160	01110000
65	41	101	01000001	81	51	121	01010001	97	61	141	01100001	113	71	161	01110001
66	42	102	01000010	82	52	122	01010010	98	62	142	01100010	114	72	162	01110010
67	43	103	01000011	83	53	123	01010011	99	63	143	01100011	115	73	163	01110011
68	44	104	01000100	84	54	124	01010100	100	64	144	01100100	116	74	164	01110100
69	45	105	01000101	85	55	125	01010101	101	65	145	01100101	117	75	165	01110101
70	46	106	01000110	86	56	126	01010110	102	66	146	01100110	118	76	166	01110110
71	47	107	01000111	87	57	127	01010111	103	67	147	01100111	119	77	167	01110111
72	48	110	01001000	88	58	130	01011000	104	68	150	01101000	120	78	170	01111000
73	49	111	01001001	89	59	131	01011001	105	69	151	01101001	121	79	171	01111001
74	4A	112	01001010	90	5A	132	01011010	106	6A	152	01101010	122	7A	172	01111010
75	4B	113	01001011	91	5B	133	01011011	107	6B	153	01101011	123	7B	173	01111011
76	4C	114	01001100	92	5C	134	01011100	108	6C	154	01101100	124	7C	174	01111100
77	4D	115	01001101	93	5D	135	01011101	109	6D	155	01101101	125	7D	175	01111101
78	4E	116	01001110	94	5E	136	01011110	110	6E	156	01101110	126	7E	176	01111110
79	4F	117	01001111	95	5F	137	01011111	111	6F	157	01101111	127	7F	177	01111111

"According to Prof. TAA [Timothy A. Anderson] of MIT Tech, the rapidly changing magnetic fields in the room are so intense as to cause you to be electrocuted. I really don't know, but in any event, something has killed you."
(qtd. in Montfort 105)

*According to Prof. TIA (Timothy A. Anderson) of MIT Tech, the rapidly changing landscape adds in this time not so much as to cause you to be alarmed, but to be a bit more alert. I don't have to say much, everything is really fine. (ppt in Microsoft ppt)

innovation #2: technical advances

a more advanced par

a more advanced parser

"dig"

"dig"

a more advanced world model

NPCs and

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· narratives

innovation #3: superior narratives

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Adventure's Pirate vs. Zork's Thief

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trapdoor

trapdoor

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