

Pedagogical Toolbox

Online resources

Text Adventures

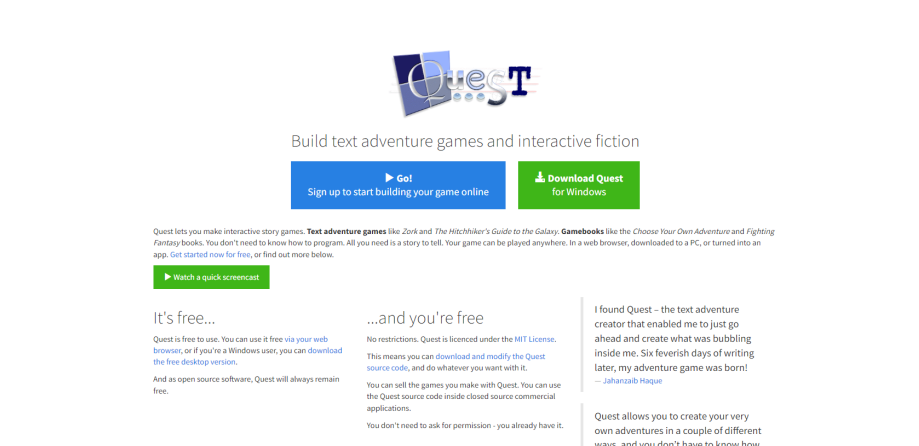
Link: <http://textadventures.co.uk/>

Category: Gamebook adventures creation

Textadventures permit to create, play and share text adventure games.

It is a community of interactive fiction game makers and players.

All games here are either playable in your web browser, or as an app for your smartphone or tablet. Almost all are free, and you can even make your own, using our free software - [Quest](#) or [Squiffy](#). Here is available a tutorial to create your own adventure: <https://www.youtube.com/watch?v=7vli0U4rSX4>



The screenshot shows the Quest website homepage. At the top is the Quest logo, which consists of the word 'Quest' in a stylized font with a blue square containing a white 'Q' to its left. Below the logo is the text 'Build text adventure games and interactive fiction'. There are two main buttons: a blue one that says 'Go! Sign up to start building your game online' and a green one that says 'Download Quest for Windows'. Below these buttons is a paragraph of text: 'Quest lets you make interactive story games. Text adventure games like Zork and The Hitchhiker's Guide to the Galaxy. Gamebooks like the Choose Your Own Adventure and Fighting Fantasy books. You don't need to know how to program. All you need is a story to tell. Your game can be played anywhere: in a web browser, downloaded to a PC, or turned into an app. Get started now for free, or find out more below.' There is a green button that says 'Watch a quick screencast'. Below this is a section titled 'It's free...' with text: 'Quest is free to use. You can use it free via your web browser, or if you're a Windows user, you can download the free desktop version. And as open source software, Quest will always remain free.' To the right of this is a section titled '...and you're free' with text: 'No restrictions. Quest is licensed under the MIT License. This means you can download and modify the Quest source code, and do whatever you want with it. You can sell the games you make with Quest. You can use the Quest source code inside closed source commercial applications. You don't need to ask for permission - you already have it.' To the right of that is a quote: 'I found Quest - the text adventure creator that enabled me to just go ahead and create what was bubbling inside me. Six feverish days of writing later, my adventure game was born! - Jahanzaib Haque'. At the bottom right of the screenshot is text: 'Quest allows you to create your very own adventures in a couple of different ways, and you don't have to know how'.