Quick Review
(in the form of a limerick)

The Hole Below is a dark room.
The description is "Cavernous gloom."
    The lamp is in Seoul.
Before going in Hole,
Instead say "You shall meet a grue soon."
An Instead Rule

The Kitchen is west of the Foyer.

A hot potato is in the Kitchen. "The hot potato has butter and cheese over it. Your favourite toppings."

A large carrot is in the Kitchen. "The large carrot has been washed and peeled."

Instead of taking the hot potato:
say "The potato is so hot that you immediately drop it!"
Foyer
The foyer has a door leading south
>go west
Kitchen
The hot potato has butter and cheese over it. Your favourite toppings.
The large carrot has been washed and peeled.
>take the large carrot
Taken.
>take the hot potato
The potato is so hot that you immediately drop it!
>inventory
You are carrying:
  a large carrot
  a silver key
>east
Foyer
>west
Kitchen
The hot potato has butter and cheese over it. Your favourite toppings.
Foyer
The foyer has a door leading south.
>actions
Actions listing on.
>go west
[going west]

Kitchen
The hot potato has butter and cheese over it. Your favourite toppings.
The large carrot has been washed and peeled.
[going west - succeeded]
>take the hot potato
[taking the hot potato]
The potato is so hot that you immediately drop it!
[taking the hot potato - failed]
>take the large carrot
[taking the large carrot]
Taken.
[taking the large carrot - succeeded]
>actions off
Actions listing off.
A pair of heavy gloves are in the Foyer. They are wearable.

The hot pie is in the Foyer. It is edible.
Before taking the hot pie:
  if the heavy gloves are worn, continue the action;
  otherwise say "The hot pie is so hot that you immediately drop it!" instead.
An After Rule

The hot potato is an edible thing in the Foyer.

After taking the hot potato:
  say “Suffering only minor burns to your fingers, you pick it up.”
The Built-in Action Default Rules

Check:
Determines whether an action is possible in the present circumstances.

Check wearing when noun is not wearable: say "That’s not something you can wear." instead.

Check wearing when noun is not held: say "You can’t wear something you’re not holding." instead.

Check wearing when noun is worn: say "You’re already wearing that." instead.
The Built-in Action Default Rules

**Carry out:**
Enacts the changes in the story world that result from an action.

| Carry out wearing: now player wears the noun. |

**Report:**
Tells the player the results of the successful action.

| Report wearing: say "You put on [the noun]." |
Action Default Rulebooks

Check

Carry out

Report

Define the default behavior of an action.

Action Exception Rulebooks

Before

Instead

After

Define the specific cases that break from the norm.
## Order of Action Rulebooks

<table>
<thead>
<tr>
<th>Rulebook</th>
<th>Type</th>
<th>Job</th>
<th>And Then...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Before</td>
<td>Exception</td>
<td>“Wait... in this case <em>before</em> you do that, do this!”</td>
<td>...go on</td>
</tr>
<tr>
<td>Instead</td>
<td>Exception</td>
<td>“Don’t do that in this case... <em>instead</em> do this.”</td>
<td>...stop</td>
</tr>
<tr>
<td>Check</td>
<td>Default</td>
<td>“Let’s <em>check</em> to make sure that’s okay.”</td>
<td>...go on (unless stopped with “instead”)</td>
</tr>
<tr>
<td>Carry out</td>
<td>Default</td>
<td>“OK, let’s <em>carry out</em> the results.”</td>
<td>...go on</td>
</tr>
<tr>
<td>After</td>
<td>Exception</td>
<td>“Let me tell you what happened <em>after</em> in this case.”</td>
<td>...stop</td>
</tr>
<tr>
<td>Report</td>
<td>Default</td>
<td>“I’ll <em>report on</em> what normally happens.”</td>
<td>...stop (finished)</td>
</tr>
</tbody>
</table>
INFORM 7 Section 12.2 How actions are processed

The boxes represent rulebooks.
Rule specificity in INFORM 7

INFORM 7 Chapter 18 Rulebooks

• At the level of rulebooks, the more specific rule takes precedence.

Ms Jones is a person. Ms Jones is in the Hall.

Instead of kissing a person:
say "You decide to shake their hand instead".

Instead of kissing Ms Jones:
say "You decide to wait until later."

Hall
You can see a blue bird, Child, Mr Smith and Ms Jones here.
>kiss Ms Jones
You decide to wait until later.
Rule specificity in INFORM 7
INFORM 7 Chapter 18 Rulebooks

• At the level of rulebooks, when specific rules have equal precedence, the first is used.

Instead of kissing a person:
say "You decide to shake their hand instead".

Instead of kissing Ms Jones:
say "You decided to wait until tomorrow."

Instead of kissing Ms Jones:
say "You decide to wait until later."

Hall
You can see a blue bird, Child, Mr Smith and Ms Jones here.
>kiss Ms Jones
You decided to wait until tomorrow.
Making your own actions

Zapping is an action applying to one thing.

Understand “zap [something]” as zapping.

Carry out zapping: remove the noun from play.

Report zapping: say “You point your finger at [the noun] and zap! It is removed from the space-time continuum!”

A thing is either important to the plot or expendable. A thing is usually expendable. His Majesty the Emperor of the Moon is important to the plot.

Check zapping: if noun is important to the plot, say “You point your finger, but nothing happens: Fate seems to have other things in mind for [the noun].” instead.
Every turn conditions...

[A clue that hot food might be available to you at a future time.]
Every turn when in the Foyer, say "You smell hot food coming from the kitchen.".

[A clue that a ripe banana may become inedible in future.]
Every turn when the player can see the ripe banana, say "That banana should be eaten now before it becomes overripe."

---

**Foyer**
East is the Kitchen.
>z
Time passes.
You smell hot food coming from the kitchen.
>
east

**Kitchen**
You can see a ripe banana here.
That banana should be eaten now before it becomes overripe.
>z
Time passes.
That banana should be eaten now before it becomes overripe.
>

---

Note: The hot food message is not displayed if the player goes immediately to the Kitchen.
Scheduling a future event...

Instead of pressing the egg timer:
  say "A strong clicking noise is heard."
  the egg timer clucks in three turns from now.

At the time when the egg timer clucks:
  say "Cluck! Cluck! Cluck! says the egg-timer.".

Kitchen
The egg timer is in the shape of a chicken. Pressing it will activate the timer.
>press the egg timer
A strong clicking noise is heard.
>z
Time passes.
>z
Time passes.
>z
Time passes.
Cluck! Cluck! Cluck! says the egg-timer.
[Explain what the player should be doing and why.]

When play begins: say "Great Scott! Somehow your quantum teleportation device has malfunctioned, and instead of the beaches of Bermuda, you’ve landed on the surface of the moon!

Cracking open your space helmet, you take a sniff: the air seems fine. Let’s just hope there are no problems with the local government."
Making your own routines

Carry out zapping: do zapping stuff with the noun.

To do zapping stuff with (item – a thing):
  remove item from play;
  if item is important to the plot:
    end the game saying “You’ve ruined everything.”

To decide what number is the larger of (X – a number) and (Y – a number):
  if X > Y, decide on X;
  decide on Y.

After zapping:
  let biggest be the larger of 12 and 15;
  say biggest.