

HOW TO PLAY ADRIFT 5 GAMES

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Introduction

Practically, all ADRIFT 5 games that are published nowadays are made with ADRIFT 5. These games can be made playable online. Unfortunately, some reviewers have reported, that sometimes online play is too slow to practically playable. Thus it is recommended to download the game and run it locally. This can be done on Android devices as well as on Windows computers. You might find a Linux/Mono Distribution on the ADRIFT site but it doesn't work.

This document describes how to play ADRIFT 5 games on Windows and Android.

ADRIFT 5 file types

The most common file format for ADRIFT 5 games is the .blorb-extension (note that other IF systems than ADRIFT can use the .blorb-extension too¹). E.g. a game might be called **gamename.blorb**. It can also have the taf-file extension (.taf) but that is not very common. Finally, ADRIFT 5 can produce a standalone game for windows (an .exe-file) so that you do not need an interpreter. Unfortunately most virus killers think that such standalone games contain a virus so we rarely distribute the game as an .exe-file.

The rest of this document explains how to play ADRIFT 5 .blorb and .taf files.

ADRIFT 5 interpreter for Windows

The first thing you need is to get hold of the ADRIFT 5 Runner, which is the name of the interpreter on Windows. You can either download it as a standalone application or you can choose to download the complete ADRIFT 5 package.

Even if you only want to play games, not make them, you might prefer the complete package:

1. The complete package contains an installer
 2. .blorb- and .taf-files will be associated with ADRIFT 5.
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- 1) means that ADRIFT 5 will be installed in the programs folder
 - 2) means that you can simply double-click on a .blorb-file and the game will start.

If you only download the Runner (a single .exe-file) you can put it anywhere you want on your pc.

¹ Any IF system are allowed to apply the .blorb-file extension to a blorbed file. Related file extensions are .blb, .zlb, .zblorb, .glb and .gblorb. All these may be renamed to .blorb. However, searching the entire IF Archive Master Index for the exact .blorb-extension showed that only ADRIFT 5 games had the exact .blorb-extension. Thus chances are, that if you have a .blorb-file it contains an ADRIFT 5 game.

Both the complete package and the standalone Runner can be downloaded from:
<http://www.adrift.co/download>

Make sure you download the correct file, see picture below:

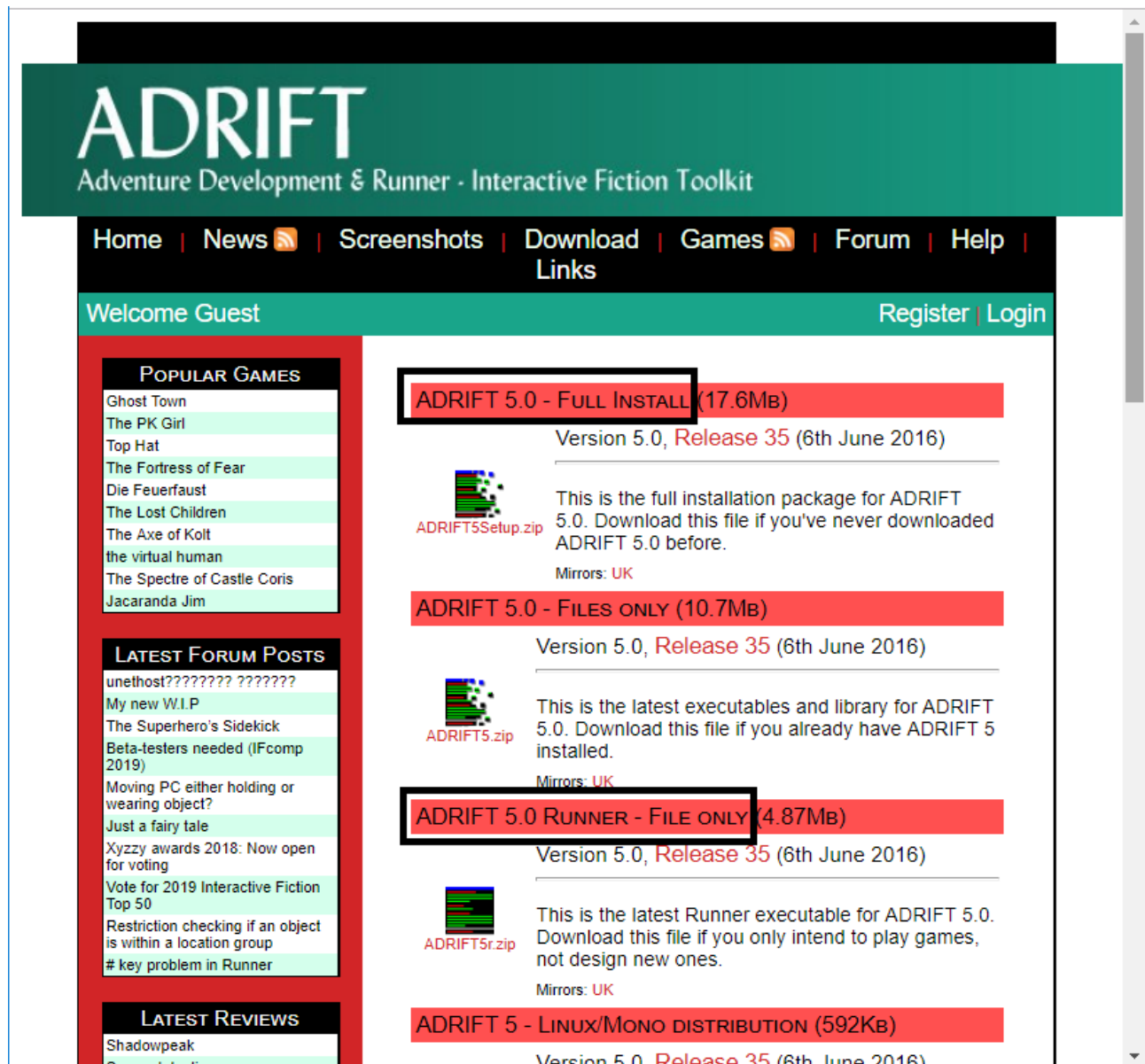


Figure 1: The relevant files are marked with a box (first and third file from the top).

The upper most file (ADRIFT5Setup.zip) is the full package. The third file (ADRIFT5r.zip) is the Runner.

ADRIFT 5.0 – Full Install:

Once installed, you can choose between the Developer and the Runner from the Windows Menu (see picture below). If you only are playing games you only need to start the Runner.



Figure 2: From the Windows Menu you can select ADRIFT -> ADRIFT Runner.

Whether you install the complete ADRIFT package or if you just download the Runner executable, the Runner will look as follows:

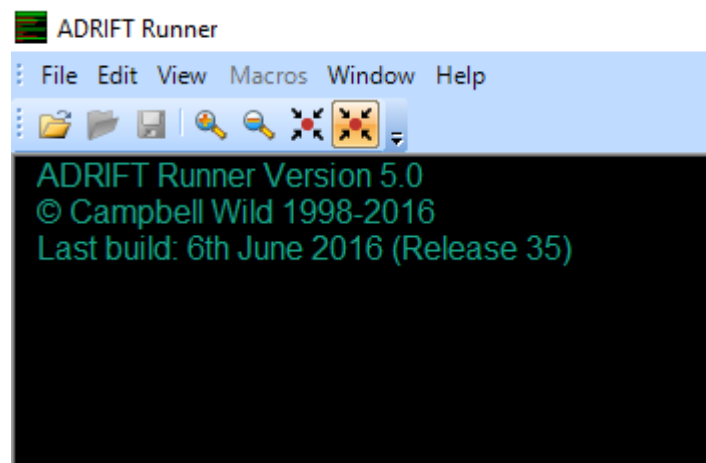


Figure 3: Start screen for ADRIFT Runner Version 5.0

Click on file to get the following drop-down menu:

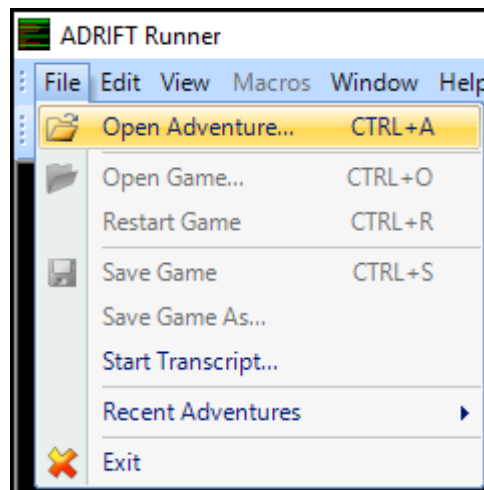


Figure 4: File drop down menu in ADRIFT Runner.

Choose "Open Adventure". Now you should navigate to the game-file, which is either a .blorb-file or a .taf-file. Mark the file you want to play and click "open". The game is now running.

Important settings in the ADRIFT Runner:

- Many players do not like the Auto Complete feature of ADRIFT 5. Luckily you can turn it off. Go to Edit and untick Auto Complete. You can first do this when the game is awaiting your command.
- To display the map, hold down CTRL and press M.
- To display graphics in a separate window, hold down CTRL and press G.
- If you like, you can move the windows around and adjust the width or height.

See example below:

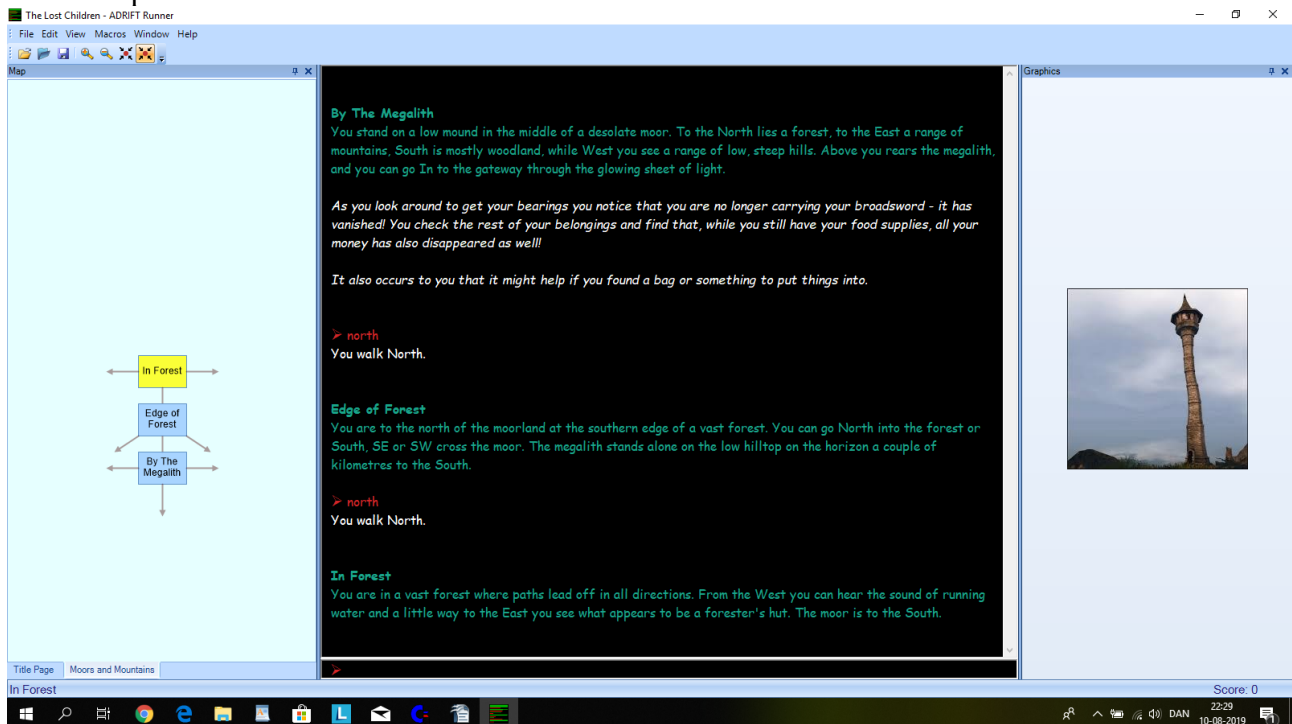


Figure 5: Example with map to the left and graphics to the right.

ADRIFT 5 interpreter for Android

There might be differences between Android devices but hopefully this quick guide will be sufficient to get you going.

The interpreter for Android can be found in the Play Store and is called:

Fabularium: Interactive Fiction

Install it on your device. If you already have it, make sure to update it to the newest version.

Then you need to download the game to your device. When you download a file to your device, it will be placed in the folder:

/storage/emulated/0/Download

Now start up Fabularium. Almost at the top of the screen you choose between:

PLAY EXPLORE CREATE

The first thing to do is to go to EXPLORE. The default folder in Fabularium is:

/storage/emulated/0/Fabularium

To find the game with Fabularium we thus need to go one step up to:

/storage/emulated/0

Now you should be able to see the folder "Download". Click on it to go to the folder:

/storage/emulated/0/Download

Now you should be able to find the game file, e.g. GameName.blorb

Select the game file you would like to play. Then click on the upper right symbol on the screen and you will get a drop-down menu containing the following choices:

- Properties
- Rename
- Copy
- Move
- Add to Game List (auto)
-

And a few more options.

Select "Add to Game List (auto)". Fabularium will figure out that it is an ADRIFT game. Now go to PLAY and you should be able to play the game.