

Main - BrokenMan

"A Broken Man" is my entry in IFCComp 2006. To play it you need to download one of these two files:

* [the TADS3 file ?](#) (requires [http://tads.org/t3dl.htm ?](http://tads.org/t3dl.htm))

* [the EXE of the game](#) (requires windows)

The game has inline hints, but you I also have a [full walkthrough](#) .

Here are some example house images that I looked at when coming up with scenery for the game.

[Munster Stairs](#)

http://www.pasadenahistory.org/thingstosee/mansion_floorplan.html

<http://www.mccunemansion.com/weddings.html>

http://www.munstermansion.com/gallery/gallery_viewimage.php?id=28&window=1

TADS3 links:

[debugging+tracing verbs](#)

[autoclosing doors](#)

[verify vs. check](#)

[TADS3 tour guide](#)

[getting started language guide](#)