

Ryan Veeder · Major Work

I've been writing parser-based interactive fiction for just about ten years now, and I have roughly thirty games under my belt. Here's a selection of pieces that I think are the most interesting, best represent my abilities, or have been nominated for the most awards:

Taco Fiction (2011) - <https://rcveeder.net/tacofiction/>

An unlucky individual tries to rob a taco restaurant and instead manages to uncover a bizarre conspiracy. *Taco Fiction* is frequently cited for its twists, its humor, its memorable characters, and its gentle difficulty (in a format where the difficulty often isn't so gentle).

- 1st place of 38, [17th Annual Interactive Fiction Competition](#)
- Nominated: Best Writing, Best Individual NPC, Best Implementation, [2011 XYZZY awards](#)

Robin & Orchid (2013) - <https://rcveeder.net/robin/>

Co-written with [Emily Boegheim](#). High school students spend the night in a church, investigating an old ghost story for their school newspaper. Perhaps the game's most memorable character is Casey, who isn't present at the scene but who has compiled copious notes on everything in the church for the player to peruse.

- 2nd place of 35, [19th Annual Interactive Fiction Competition](#)
- Nominated: Best Implementation, [2013 XYZZY Awards](#)
- Winner: Best Setting, [2013 XYZZY Awards](#)

Captain Verdeterre's Plunder (2013) - <https://rcveeder.net/verdeterre/>

The ship is sinking! The captain orders you to grab every valuable object you can find in the few minutes you have left. I credit this game's lasting appeal to the character of Captain Verdeterre, who is just enough of a jerk to make you desperately want to prove him wrong.

- 4th place of 35, [19th Annual Interactive Fiction Competition](#)
- Nominated: Best Puzzles, Best Individual Puzzle, [2013 XYZZY Awards](#)
- Winner: Best Individual NPC, [2013 XYZZY Awards](#)

Winter Storm Draco (2015) - <https://rcveeder.net/draco/>

This "interactive documentary" seeks to convey the experience of an Iowa blizzard through a magical realism/surburban fantasy lens.

- Nominated: Best Individual NPC, [2015 XYZZY Awards](#)

Crocodracula: What Happened to Calvin (2017) and *Crocodracula: The Beginning* (2020) - <https://rcveeder.net/crocodracula/>

These are supposedly “ports” of games released by “Taleframe” in “the 1990s” but that’s all an elaborate fiction. I wrote these games. There never was any supernatural soap opera for tweens called “Crocodracula.”

“Crocodracula” is a supernatural soap opera for tweens that centers around two teenaged girls who discover a medieval castle in a Florida swamp. There’s a certain *Saved by the Bell* energy here, but in an *X-Files* format.

- Nominated: Best Individual Puzzle, [2017 XYZZY Awards](#)
- Nominated: Best Individual Puzzle, [2020 XYZZY Awards](#)
- Winner: Best Use of Multimedia, [2020 XYZZY Awards](#)

Cragne Manor (2018) - <https://rcveeder.net/cragne/>

An experiment in radical collaboration: Jenni Polodna and I organized this tribute to *Anchorhead*, one of the best-loved text adventures. We designed the basic structure of the game, and then about 80 different authors each got to write and program one location. Then Jenni and I stitched all that code together and forced it to be a playable game. The result is not what you would call “a smooth experience,” or even “a good game,” but our goal all along was to create something enormous and ridiculous and arguably impossible—and by that metric it was a huge success.

- Nominated: Best Game, Best Use of Innovation, [2018 XYZZY Awards](#)
- Winner: Best Implementation, [2018 XYZZY Awards](#)

Ryan Veeder’s Authentic Fly Fishing (2019) - <https://rcveeder.net/flyfishing/>

This isn’t really a fishing game! It’s just about hanging out and exploring in nature. There are plenty of puzzles to solve and mysteries to uncover at Jewel Pond, but what I mainly wanted to accomplish with this game was to create a virtual place for players to relax in—I like to think of it as my own version of *Animal Crossing*.

- Nominated: Best Setting, Best Implementation, Best Use of Innovation, [2019 XYZZY Awards](#)

A Rope of Chalk (2020) - <https://rcveeder.net/chalk/>

College students are having a sidewalk chalk competition on a very hot day. It starts out innocuously enough, but pretty soon things get very, very strange. With its *Rashomon*-like structure I wanted to show that the people we dismiss as annoying, tedious, or villainous are

still complete humans who merit the same compassion we extend to more likeable individuals—but the game is not as boring as I am making it sound.

- 7th Place of 103(!), 25th Annual Interactive Fiction Competition
- Nominated: Best Game, Best Writing, Best Setting, Best Puzzles, Best NPCs, Best Implementation, 2020 XYZZY Awards
- Winner: Best Story, 2020 XYZZY Awards

Even Some More Tales from Castle Balderstone (2021) - <https://rcveeder.net/balderstone/21/>

Join your host, Ryan Veeder, on an excursion to Castle Balderstone—where the most talented and diabolical authors of horror meet to share their most blood-tingling work. The fourth entry in the Castle Balderstone series is the most ambitious, combining a choice-based Twine frame story with parser-based Inform 7 gameplay in a manner that as far as I know has never been attempted before.

- 1st place of 8, ECTOCOMP 2021 (Grand Guignol division, English)