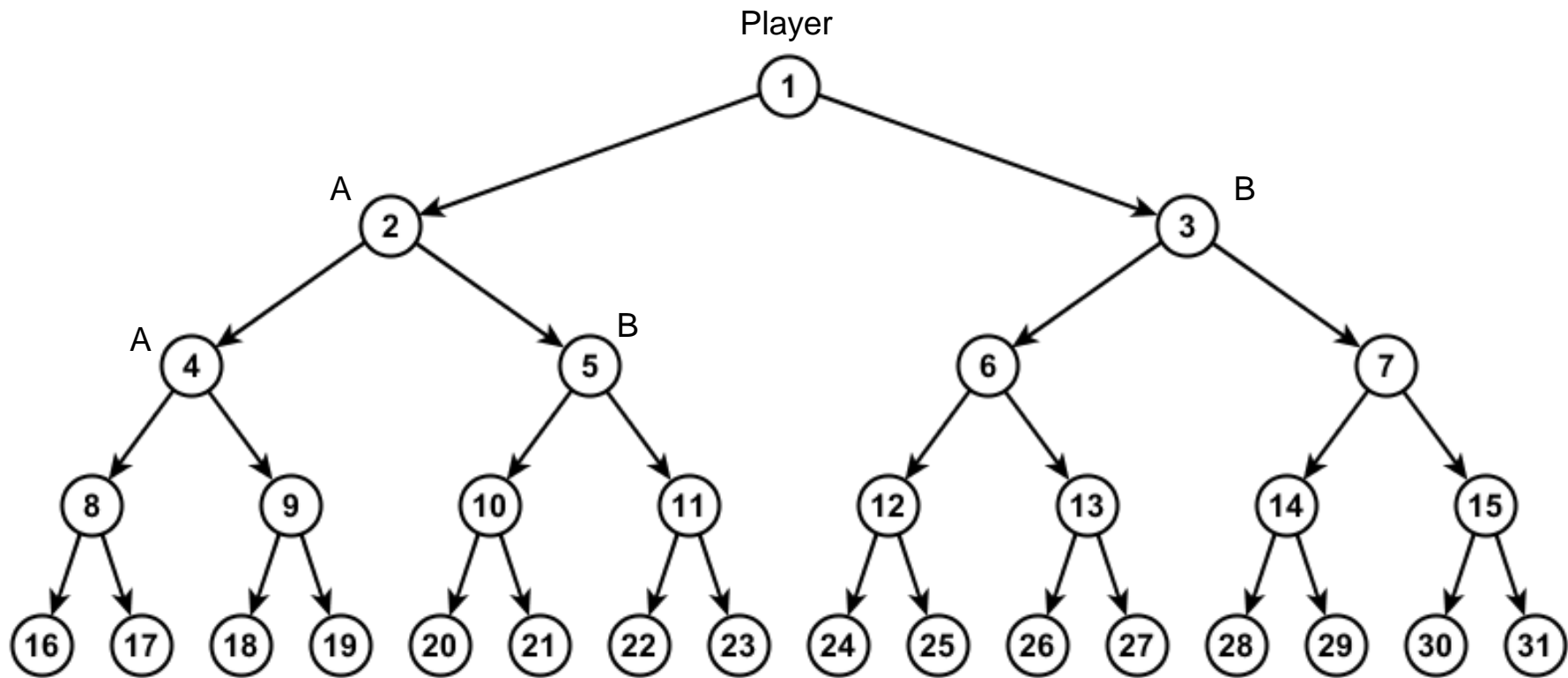


**T e x t**  
**A d v e n t u r e**

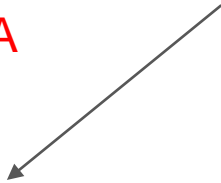
```
// Also known as Interactive Fiction.  
// Conveys a game's story through the use of text.  
// Player utilizes typed instructions as the response
```



# Example

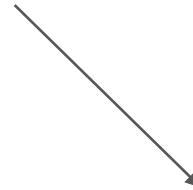
Sven is walking down the hall towards your direction. You see him but you still have a few seconds before he sees you. What do you do?

A



Wait for him to see you and say hi!

B



Stand extremely still and wait for him to pass by. No sudden movements!

# Example

Dungeons of what the hell!

<http://textadventures.co.uk/games/view/fpyxx8bwfkagdpt46okxcq/dungeons-of-what-the-hell>