

THATCamp Games: Narrative Puzzles

Links for the Bootcamp:

Used during presentation:

1. *Personal Effects: Dark Art* <http://bit.ly/Ao1LYd>
2. <http://www.ethanhaaswasright.com/>
3. www.exoriare.com and www.arg.exoriare.com
4. The *Portal 2* Video: <http://www.youtube.com/watch?v=6i-nMWgBUUp0>
5. http://www.hcs.harvard.edu/hunt/2006/hunt/mirror_mirror/

Used during hands-on puzzle activity:

1. arcanegalleryofgadgetry.org/bootcamp/BenFranklinPuzzle.pdf (by Amanda Visconti, based on Elisabeth Cohen's "Lost In Paraphrase" mechanic)
2. <http://www.hcs.harvard.edu/hunt/2005/lip> (by Elisabeth Cohen)

Links for Further Reading:

"General" puzzle-related

1. Microsoft College Puzzle Challenge (resources):
 1. <https://www.collegepuzzlechallenge.com/PuzzleTools.aspx>
1. Harvard Hunt Archive
 1. <http://www.hcs.harvard.edu/hunt/>
 2. <http://www.hcs.harvard.edu/hunt/2005/tm/> (a sample metapuzzle, with solution)
1. MIT Mystery Hunt
 1. <http://web.mit.edu/puzzle/www/>

ARG-related:

1. Unfiction.com (forum for ARG aficionados/newbies) Online resources for solving various types of puzzles: <http://www.unfiction.com/resource/otools/>
2. *Cloudmakers* list of puzzles from The Beast (along with solutions and some discussion): <http://cloudmakers.org/trail/#3.0>
 1. (Complete trail can be found at: <http://cloudmakers.org/trail/>)
 2. Note: The *Cloudmakers* were the largest and most active "team," or group of players working to solve the mystery behind Evan Chan's death and to explore the A.I. universe
1. Interesting (very) early ARGnet forum discussion (~2002) on "starting a game." That is, what makes a game "good", and why cryptographic puzzles are not always enough (without some compelling hook into the narrative):
 1. <http://www.argn.com/forums/index.php?topic=185.0>
1. Bibliography of digital resources for ARG design and play:
 1. <http://www.arcanegalleryofgadgetry.org/bibliography/>

A Typology of ARGs

1. <http://www.scribd.com/doc/78780556/ARGTypology>