README for THE PORTRAIT: A taste of ISEKAI

Welcome to my little excerpt of *Isekai,* named "The Portrait" !

This excerpt contains the first four room (of 103, as of April, 2024) from the very beginning of *Isekai,* and features the titular portrait, whose has more than two scores of separate details to be looked, the initial puzzle, and the first steps of the voyage of discovery of the PC.

I don't hide that I'm heavily influenced by Marnie "FemaleDeer" Parker's concept of "IF art" and the shift from puzzle-centered IF to narrative-centered IF during the turn of the millenium, and I have put in the /extras directory three .txt files, containing a definition of IF art and the rules (more guideline than rules, in fact) of the first two now-forgotten IF Art contexts, which I think that can illustrate well enough this concept.

Is obvious that the titular portrait is in the "still life" category of IF, but is less obvious that the entire *Isekai* map is a large "landscape", and that *Isekai*'s two major NPC, whose happens to be portraited in the painting, will be in the "portrait" category of IF Art (I don't hide that I hope that these two NPC will at least comparable with *Galatea*... but I'm digressing on matters more than two years ahead in future...)

Back to the titular portrait... has 46 details, and the full scoring duly keep track of how many details are discovered, but I evaluate that is really hard getting all 46 details, so I have set up that after a reasonable number of painting's details discovered, will be offered an option to ending the story. (I think that how the offering is delivered will draw a smile to the players...)

A sad note is that, contrary to even my mindset, I haven't added the source, because the sanitising work (that is, removing not only spoilerish comment on *Isekai*, but also the not few notreached, and spoilerish, code related to *Isekai*) was too much to be done in the short time allowed for the Spring Thing and its Backgarden, so the source will be released together the inevitable post-backgarden release :(

So, I hope that the lingering *isekai* code, albeit theorically not reachable during the excerpt don't raise its ugly head, can cause inconsistencies (one inconsistency was noted during the ßtest, but I haven't fixed well in time, I fear...)

Back to nicer things... Half of the 4-room map can seems unneeded, but I kept these because, well, they contribuite to the "Taste of *Isekai*" subtitle, so please feel free to comment on the setting. I think that the world of Railei can be an interesting one.

On the license, well, is nominally open-source, nominally because of the reasons explained above, but for now consider is as a standard public domain binary until the release of the despoilered sources alongside the post-comp (post-backgarden ? Post-thing ??) release.

The most interesting licensing thing is that I not only full allow, but also encourage non-profit derivative work in form of "fan fiction/art" in the spirit of Japanese dojinshi, only requirement, a complimentary copy of the derivative work; but I warmly recommend waiting for the release of *Isekai*, If not for avoiding incongruences, albeit as a Trekkie, I don't care much about incongruences...

On fan art, I'm very curious if the titular portrait will ignite the creativity of the visual artist in our little community...

waste of (virtual, at least, but still a waste...) paper for the two final lines... oh, well:

Last but not least thing, this is an anticipation of *Isekai,* whose release is planned, or to be honest, hoped, sometime in late 2026, so I really like a constructive feedback, whose IS one of the objectives of this excerpt.

Happy Adventuring from your Imp,

Piergiorgio d´Errico