

## **The Revival**

*An interactive text based game by  
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for ARIN3640 Computer Games and Simulation*

The basis of our game is a character who has fallen into a coma (a fact that player may not initially pick up on but is hinted at throughout the game). It is in this dream-like state that the protagonist experiences several scenarios where they must solve puzzles in order to progress towards a successful revival. Certain choices the player makes in different scenarios can cause them to potentially lose, in which they are taken back to the beginning of the game.

### **General Overview:**

The game starts with the player literally falling in an endless, overcast sky. Here, the player finds three objects to interact with, each transporting them to a different location. One takes the player to a grassy plain, where they must free a bird from a cage and protect it from an unlikely predator. Another scenario sees the player solving a puzzle to be awarded with a rose, and the final scenario sees the player delivering themselves a flower basket. Scenario's also hold the potential to lose for the player, this is depicted through a common end-game dialogue. With the conclusion of each scenario, the player is brought back to the opening falling scene, except this time, the objects which they interact with seem different and feel somewhat accomplished. Also, a television appears and serves as an indicator of the players progress.

To complete the game, the player then interacts with the TV and then find themselves awakened in their hospital room, alive and kicking.

### **Game Design Elements:**

The story is told through first person perspective. The word "you" plays a major role in projecting the player into the game. Sensations, sights and thoughts, although artificial at times, help to give the player hints as to what there is next to do. Most of all, descriptions drive the player to understand and project themselves into the situation.

The overall ambience of areas are often implemented into the dialogue and descriptions of objects within the scenarios of the game, often changing their descriptions with the player's choices and current progress. The progressive dialogues associated with different objects also applies to different characters, which adds to their overall personality.

The player's text-based interactions with different objects and sceneries often provide hints to the character's physical state, a complement to the overall storyline.

For each of the three scenarios there exists a puzzle within them, often leading the player to the completion of that scene. The game's puzzles are varied in nature, with a consequential puzzle based on the interactivity of different game elements, a construction-based puzzle which is dependent on the order of game elements and a traditional puzzle derived from both maths and logic. This helps to keep play interesting and alongside the element of investigation, should help to carry the player through the game.

## **WALKTHROUGHS**

### **Sky room walkthrough:**

The sky room has three different objects for you to interact with. Regardless which you chose, you will need to complete the area to return to the sky room. There is a TV in the sky room which will indicate to you how many more sections you must complete (Counting down from 3)

- If you complete the Get well card section, the cupboard will be replaced with the card itself.
- If you complete the Vase section, the vase will then contain the rose which you received.
- If you complete the Window section, you will occasionally glimpse and hear a bird flying about.

And when all three of these conditions, you can finally interact with the TV, which will take you to your hospital ward and you will wake up, thus signifying the win condition of the game.

### **Rose section:**

Upon touching the Vase, the player will go through the Cabin, the Garden and then the Forest

The Cabin:

When the player touched the vase, it will bring the player to a small cabin. There is a fireplace and a wooden door. There is a red key in the fireplace. The player has to take the red key and use the blue key he carries to unlock the door and walk into a garden.

The Garden:

There's a gate and a small paper box in the garden. The player has to take the box and find a note inside. On the note it reads: 3, 8, 17, 32, 57.

The player has to carry the note to the next scene.

The player has to unlock the gate with the red key from the Cabin. It will lead the player to the Forest.

The Forest:

The player goes into a forest and surrounded by many giant trees. There is a Banyan with a table next to it. The player goes towards the table and see there is a glassbox on the table with a red rose in it. There's also a pen and paper next to the glassbox. On the paper, it writes: please solve the puzzle you have got from the garden, write down the number after '57'. If the player types the right number(which is 100), then the glassbox will disappear and leave rose on the table. Upon touching the rose, the player will be bring back to the initial skyroom and there will be the rose in the vase.

### **Window section:**

There are two possible outcomes to this section; the player can either 'win' and return the sky-room with a bird, or 'lose' and be sent to the darkness room.

This area is an expansive flat meadow, bounded by a dense impenetrable forest and an endless ocean. The player starts off in a CrossRoads, where they observe a dog locked to the signpost via a silver chain.

To the North is a giant tree, which, if the player ignores a crudely drawn sign underneath it stating not to climb trees or poles, and climbs it, they will be greeted with a great vantage point of their surroundings, including the location of the silver key to the dog's chain (above the signpost). Below the tree is a sinister looking cat, which provides the player with a golden key.

The golden key unlocks a gold cage which, in all seasons but winter, is floating in the middle of a lake to the south of the crossroads. There is a bird inside the gold cage, releasing the bird safely is the goal to this area. The player, however, can not access the cage in normal seasons (the initial season is Spring), this is remedied in an area west of the Crossroads.

Here there exists a stone platform with a sun-dial looking device situated upon it, a TimeDial. Each time the player interacts with this device, the current season moves to the next season (this is illustrated throughout the game by grass, paths, smells, the Tree, sky, dog-cat interactions, and various descriptions which change with the season.). When the season is set to Winter, the player can access the gold cage by crossing the frozen lake. There is also a sign at the lake warning the player of the cat.

The dog at the crossroads can be potentially released if the player climbs up the signpost (hinted at by the sign under the tree and the described view from climbing the tree) to retrieve the silver key and unlocks the dog's chain. Upon release, the dog will constantly chase after the cat.

If the player unlocks the gold cage, but the dog is still locked to the signpost (therefore not chasing the cat), the player is given the chance to not open yet open the cage (a chance to free the dog first) or do so and force the bird out (in which case the Cat will pounce on the bird, and the player will be transported to the room; Darkness and it'll be Game Over).

If the player unlocks the cage and the cat is busy being chased by the dog, then the player will be greeted with a good ending of the bird flying off into the distance, as the player's gaze follows the bird, they are then transported back to the Sky Room.

### Get well card section:

The player enters the “Get well card” section of the game.

The objective is to find a way out of the room. But this "way out" is not a conventional way out - the player must deduce through looking at things. Then they must perform some basic actions to find a way out.

To begin, the player enters this section of the game by climbing through a cupboard door in the sky area. Climbing through, they find themselves in a florist’s workshop. The workshop is darkened, with only one source of light (a lamp on a table.) **If the player turns off the light, they will lose.** The room contains:

- A table (has a drawer. Has nothing inside drawer)
- An answering machine (attached to the table. Plays a message)
- A lamp (attached to the table. Should not be turned off)
- A workbench (has a drawer)
- A basket (on top of a workbench, must be filled and “taken” to progress)
- A bundle of flowers (inside the workbench drawer)
- A card rack (is a container)
- A “Get well soon” card

The player first needs to hear the message recorded on the answering machine (the message is always present – hence the player can hear it as many times as necessary.) The message says that there is one last order that must be fulfilled. The player then gets the idea to fulfil this order – to find the flowers, a card and put them in a basket.

The player must open the workbench to find the (bundle of) flowers and take the last card from the card rack. Then, the player must **FIRST** place the flowers into the basket and then place the card in **SECOND**. Through trial and error, the player will figure out that the card goes second (The player will be denied the act of putting the card first) When this is done, the player must try to take the basket, to which they are transported to the next area – a Hospital room.

The hospital room is a room for a single patient. There is evidence that this room is currently (or at least was recently) occupied, with chairs drawn up to the bed, the bed being unmade and a flower hamper nearby. Looking at the hamper gives clues that it is not complete, hence player starts looking around for some sort of clue, to which they spy a waste paper bin. In the bin is a card, the “Get well card” although it is modified, the “get” part of the card looks worn and faded for some reason. The player can then try to place the card into the hamper, but they are denied that. Instead, the player realises that the card is for them to keep and they are transported back to the sky.

# Game Code

"ARIN3640 Interactive Text-Based Game:" by ASH (Adrian Yoong, Silvia Wei, Hanley Weng)

Use no scoring.

When play begins:  
say "[INTRO CS]".

To Say INTRO CS:

say "[italic type] Brief Instructions: [line break] In this text game, the most common basic commands are LOOK , EXAMINE and TAKE OBJECTS as well as GO (North,East,South,West), among other actions. You can also UNLOCK OBJECTS with KEYS. [paragraph break][bold type]THE REVIVAL[roman type][line break]Cold is all you feel. Well, to be exact, the sensation lies on your face. Your senses tell you that you are lying face down on some cold surface. And with that, you decide to get up, placing your two hands on the floor and propping yourself up. You notice you are wearing some sort of smock, a loose fitting hospital type garment with the typical slippers that come with this outfit. Furthermore, you seem to be falling – that floor just isn't there anymore."

To Say GOOD ENDING CS:

say "The familiar feeling of soft sheets and a comfortable mattress on your back brings you to your senses. As you prop yourself up, you confirm you that you really are lying in a bed. A hospital bed. Taking in your surroundings, you notice this is a very familiar room, exactly the same as when you tried to put the card into the hamper. Your eyes dart over to where the hamper lies, on a bedside table to your right, and you see the card sitting appropriately in the hamper, with the words 'Get well soon!' emblazoned on the front.[line break][line break]You feel a soft breeze to your left and you turn to see an open window, very much like the one you saw before. This time, sunlight pools in from the window. You try to see beyond the window, but it's rather bright. Maybe it's just your eyes, they feel like they haven't been open in a long time.[line break][line break]And finally, your nose is tickled by the scent of fresh flowers, coming from a stout vase standing on another bedside table on your left. This too looks uncannily familiar.[line break][line break]Nevertheless, you feel energised and warm. Enjoying this newfound zeal, you hop out of the bed and find some slippers just beside your bed. As you fit them on and give a big old stretch, you see a large white door to the right side of the room. In a fit of energy, you stride over to the handle and fling open the door."

[.....:SKY ROOM:.....]  
[.....:SKY ROOM:.....]

The Sky Room is a Room. "[if unvisited]A rush of air and the pull of gravity suddenly assault your senses. You are falling – fast. Taking a quick and fearful glance below you, you see nothing. There is no ground, but there is no sunlight. It's as if you were falling through overcast clouds, because you think you can see clouds passing by. Nevertheless, there really is no helping it now – you are falling and there's not much you can do. Or is there? [otherwise]You see grey all around you, and you think you can see clouds passing by. Gravity tells you that you are falling, but you see no end in sight."

Instead of going nowhere from Sky Room, say "There is no real direction to go in."  
[GENERAL]  
Understand "take all" as a mistake ("You can't just go around taking everything.") when the location is the Sky Room.

The state is a kind of value. The states are incomplete, or complete.  
The curRoom is a kind of value. The curRooms are vaseRoom, windowRoom, cardRoom.  
The Sky Room has a curRoom.  
EmptyRoom is a Room.  
[.....:DARK ROOM:.....]

To Say BAD ENDING CS:

say "Time break][Whatever it is you've done, you find yourself in the dark. It is impossible to tell where this is, as you start to fumble around for some sort of clue where you are. In the least, there is solid ground beneath your feet, although to be honest to yourself, you still feel an overarching uneasiness. To which you suddenly trip and land face first on the floor. Cold is all you feel."

[.....:TV:.....]  
The Television is a thing.  
The Television is in Sky Room. "[TV TITLE]".  
The Description is "[TV DESCRIPT]".

To Say TV TITLE:

if the stage of the television is 0 begin;  
say "This time, you see the TV screen has gone completely white. You feel compelled to touch it";  
otherwise;

say "You see this old styled television floating beside you. The screen is rating at Number [stage of television] as if an old movie is about to start. However, it is not counting down even though the dial keeps spinning clockwise. There's no button you can push to switch channels either. What does this number mean? Does it indicate what you have yet to do before you can leave? Or possibly a secret code?";  
end if.

To Say TV DESCRIPT:

if the stage of the television is 0 begin;  
say "You note that the screen is now saying zero, but apart from that, there isn't anything different about the TV";  
otherwise;  
say "The tv seems to be on a repetitive loop.";

end if.

Instead of taking Television:

try touching Television.

Instead of touching Television:

if the stage of the television is 0 begin;  
say "You place your hands on the TV, but before you can do anything else, your vision suddenly flares up as if you were experiencing a headache.";  
end the game saying "[GOOD ENDING CS]";  
otherwise;  
say "The TV zaps you [stage of television] times as you try touching it";

end if.

Understand "v/tele" as the Television.

The Television has a number called Stage. Stage is 3.  
[.....:VASE:.....]

The Vase is a thing.

The Vase has a state.

The Vase is in Sky Room. "You see a white lacquered Vase falling aside you[if the vase is complete] containing a single rose [otherwise][end if]".

The Description is "You look at the elegant white vase. You notice a lacquered sheen to it.[if the vase is complete] You smile at the fact that it contains a rose at the moment.[otherwise] Too bad there's no flower in it right now.[end if]".

Instead of taking Vase:

if the state of the Vase is complete begin;  
say "Upon touching it, you feel its silky lacquer finish, You see the rose inside it and can't help but smile.";  
otherwise;  
try touching Vase;

end if.

Instead of touching Vase:

if the state of the Vase is complete begin;  
say "The porcelain white vase feels quite smooth, while a rose sits inside it, delicate. Now it's looking good.";  
otherwise;  
say "You grasp the vase with both your hands and as you examine it, you notice the background has changed. [line break]You are not longer falling and you are standing on firm ground. Finally! Too bad you're in

a dim cabin.";

now the state of the vase is complete;  
change the stage of the television to the stage of the television - 1;  
[add vars]  
change the curRoom of the Sky Room to vaseRoom;  
move player to the Cabin;

end if.

[.....:CARD & CUPBOARD:.....]

[Card is Incomplete State]

The Cupboard is a thing.

The Cupboard is in Sky Room. "You notice a sliding Cupboard door, one of those sliding kinds, the whole door and the frame too. This door seems to be falling with you too, it seems to be buffeted by the air below."

Instead of opening Cupboard:

try touching Cupboard.

Instead of taking Cupboard:

try touching Cupboard.

Instead of touching Cupboard:

say "You grab ahold of the cupboard handle, and slide it open. You manage to clamber into it and slide it shut behind you. What you see before you is an ambiently it crawlspace. With nowhere else to go, you crawl along";  
now the state of the GiftCard is complete;

change the stage of the television to the stage of the television - 1;

move Cupboard to EmptyRoom;

move GiftCard to Sky Room;

move Television to Sky Room;

change the curRoom of the Sky Room to cardRoom;

move player to Florist Room;

[Card is Complete State]

The GiftCard is a thing.

The GiftCard has a state.

The GiftCard is in EmptyRoom. "You see a greetings card. Funny, you don't see the Cupboard door anymore."

The Description is "This is exactly the same card as the one you picked from the card rack. It still reads 'Get Well Soon!'".

Instead of taking GiftCard:

say "The card feels warm in your hands, but as you try and take it, it does not budge. Perhaps it should just stay there."

Instead of touching GiftCard:

say "The card feels warm in your hands, but you notice you cannot take it with you."

[.....:WINDOW:.....]

The Window is a thing.

The Window has a state.

The Window is in Sky Room. "And you also see a Window falling to your left as well.[if the Window is complete] In the far distance beyond the window, you can hear a bird chirping cheerfully.[otherwise][end if]".

The Description is "The Window seems to miraculously maintain perpendicular to your position. It is composed of gold and silver frames and does not appear to contain any glass.[if the Window is complete][otherwise][end if]".

Instead of opening the Window:

try touching the Window.

Instead of taking Window:

if the state of the Window is complete begin;

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        say "You try moving the Window, but it seem to maintain it's relative position in the sky.";
    otherwise;
        try touching Window;
    end if.
Instead of touching Window:
    if the state of the Window is complete begin;
        say "The window has a smooth lacquered feel to it, almost like the surface of the lake in summer.";
    otherwise;
        say "[window-introduction]";
        now the state of the window is complete;
        change the stage of the television to the stage of the television - 1;
        [add vars]
        change the curRoom of the Sky Room to windowRoom;
        move player to Crossroads;
    end if.

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[.....:ROSE ROOM:.....]

["ROSE" by Silvia Wei]

The blue key is a thing.  
 The Blue Key unlocks the Wooden Door.  
 The Blue Key is in the Cabin. "A small Blue Key."  
 The Description is "The key shines a brilliant tinge of dark blue."

The Cabin is a room. "You are in an old cabin, it seems like no one has lived here for a long long time. There's dust and spider webs everywhere. You see an unused fireplace in front of you with a red key in it."

The Red Key is a thing.  
 The Red Key unlocks the Gate.  
 The Red Key is in the Cabin. "There is a small shiny red key inside the fireplace."  
 The description is "This is a shiny red key, it looks so new and doesn't seem to belong in this cabin. You wonder if you can use the red key to unlock the wooden door."

The Wooden Door is a door. "A Wooden Door is [if the player is in the garden]behind[otherwise]in front of[and if] you."  
 The description is "The Wooden door is very old and it seems to be locked. The key hole on Wooden Door is dark blue. It seems to be matching the blue key you're carrying."  
 The Wooden Door is closed and locked.  
 The Wooden Door is east of the Cabin and west of the Garden.

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Instead of entering the wooden door with the Blue Key:
    say "You hear the cracking sound inside the keyhole. At one brief moment, you are so afraid to damage the key, but...";
    continue the action.

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Instead of entering the Wooden door:
    if the wooden door is unlocked begin;
        try silently opening the wooden door;
    end if;
    continue the action.

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The Garden is a room. "You are in a garden, it is full of red roses. It is early in the morning and you can hear the birds singing and see the dews shining on the rose's petals. "

The Box is a container. "There is a small box in front of you, you wonder if you can open it".  
 The Description is "It seems to be an ordinary box."  
 There is a Box in the Garden.  
 The Box is openable and closed.

The Parchment is a thing. "There is a parchment inside the box".  
 The Parchment is in the Box.  
 The Description is "There is a parchment in the box, when you take a close look at it, you read 5 numbers on it: 3, 8, 17, 32, 57."

The Gate is a door. "There is a closed Brass Gate."  
 The Gate is closed and locked.  
 The Gate is east of the Garden and south of the Forest.  
 The description is "There is a Brass Gate to your left, the keyhole of the gate is shiny red. Seems like to be matching your red key from the cabin."

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Instead of unlocking the Gate with the Red Key:
    say "you use the red key to unlock the Gate. There's a dense forest in front of you. You wonder if you are prepared to enter it as it is all dark outside.";
    continue the action.

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Instead of entering the Gate:
    if the Gate is unlocked begin;
        try silently opening the Gate;
    end if;
    continue the action.

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The Forest is a room. "You finally decided to enter the forest. It is a very ancient forest, you are surrounded by numerous giant trees. The treetops are so thick, they almost block out the sunlight. No wonder it feels so dark here."

The Banyan is a thing. " There is this huge banyan to your left and you can see a table next to it."  
 The Description is " There is this giant banyan in front of you."

The Table is a supporter. "There is a glass box on the table. There is a red rose inside the glass box. There's also a note on the table. A pen is next to it".  
 There is a Table in the Forest.

The Glass Box is a container. "A glass box".  
 The Glass Box is on the table.  
 The Description is "There is a glass box on the table. There is a red rose inside it. The red rose looks so sweet and fresh, you can be so certain that it is from the garden. Seems like someone just cut it and put it inside the box. But how are you going to open the glass box?"

The Rose is a thing. "A red rose".  
 The Rose is in the Glass Box.  
 The Description is "There's a lovely red rose."

The Note is a thing. "A paper note".  
 The Note is on the table.  
 The Description is "There is a paper note on the table, when you take a close look at it, you read: Please solve the puzzle you've got from the Garden, write down the number after '57'".

Understand "[number]" or "type [number]" or "typing [number]" or "write [number]" as typing when the location is the Forest.

Typing is an action applying to one number.

Check typing:

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    if the number understood is 100 begin;
        say "You hear a clicking beep, and the Glass box disappeared and leave the rose on the table.";
        say "You grab the red rose and suddenly you are transported back to Skyroom. ";
        move Note to EmptyRoom;
        move Rose to EmptyRoom;
        move Glass Box to EmptyRoom;
        move Parchment to EmptyRoom;
        move Box to EmptyRoom;
        move Red Key to EmptyRoom;
        move Blue Key to EmptyRoom;
        move player to SKY ROOM;
    otherwise;
        say "Nothing happens, the number is probably wrong, you have to try again. Think, it is a logical puzzle game. [line break] (Hint: I am a square with sides between 9 and 13)";
    end if.

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[.....:WINDOW ROOM:.....]

[IMPLEMENT BAD ENDING]

["Ash\_v8" by Hanley Weng]

[.....:CROSSROADS:.....]  
 Crossroads is a room. "You are in the middle of a crossroads, amongst a flat, expansive meadow. There is are paths leading to the North, South and West, intersected by a lone signpost. To the East you see the sun above an endless expanse of water."

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After going from the Crossroads to Lake: say "You go along [cross-lake-path] to... "; continue the action.
After going from the Crossroads to Platform: say "You go along [cross-platform-path] to... "; continue the action.
After going from the Crossroads to Roots: say "You go along [cross-tree-path] to... "; continue the action.
Instead of going nowhere from the Crossroads, say "You shouldn't diverge from the paths presented to you here."
Instead of going down in the Crossroads, say "You lie on the [seasonal ground] for a while, gazing up at the [seasonal sky] before getting up again."
Instead of going east in the Crossroads, say "[ocean-block]".
Instead of going northeast in the Crossroads, say "[ocean-block]".
Instead of going southeast in the Crossroads, say "[ocean-block]".
[Start Hidden Area - Climb Access]

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[Signpost]  
The Signpost is a thing.  
The Signpost is in the Crossroads. "There is an old rusty Signpost in front of you."  
The description is "The signpost consists of three signs:[line break][italic type] Giant Roots[roman type] are to the [italic type]North[roman type][line break][italic type] The Lake[roman type] is to the [italic type]South[roman type][line break][italic type] The Platform[roman type] is to the [italic type]West[roman type]".  
Instead of taking signpost, say "The signpost is rooted to the Earth."  
Instead of climbing signpost:  
try entering signs;  
stop the action.

[Signpost Door Entrance]  
signs is a door. "", signs is above Crossroads and below Top of Post, signs is open.  
Instead of closing signs, say "Huh?".  
Instead of climbing signs:  
say "Did you mean the signpost?".

[Signpost Top]  
Top of Post is a room. "Clinging to the top of the post, you try observing your surroundings, but the vantage point really isn't that much higher. You should probably Go Down soon."  
After going from the Crossroads to Top of Post: say "You climb up the signpost to... ", continue the action.  
After going from the Top of Post to Crossroads: say "You drop back down to the "; continue the action.  
Instead of going down from Top of Post:  
try entering signs;  
stop the action.

Instead of going nowhere from the Top of Post, say "You should probably go back down first."  
[Dog Key]  
The Silver Key unlocks the chain.  
The Silver Key is in the Top of Post. "There is a Silver Key here."  
The description is "You notice a little glimmer in the corner of your eye, this key is so shiny you can almost make out your own reflection in it."  
[/end Hidden Area - Climb Access]  
[Dog Chain]  
The Chain is a container.  
The Chain is unopenable.  
The Chain is lockable and locked.  
The Chain is in the Crossroads. "There is a Chain here attached to the Signpost, [if chain is locked]and locked to a Dog.[otherwise]lying motionless on the ground.[end if]."  
The description is "The Chain is [italic type]Silver[roman type] in color and [if chain is locked]seems to be locked to the Dog.[otherwise]is unlocked.[end if]."  
Instead of taking Chain, say "The Chain is attached to the Signpost and can't be removed."  
After of unlocking Chain with the Silver Key:  
say "You unlock the chain.[line break]The dog gives you a thankful glance before running off freely to the north, wagging his tail behind him."  
[Dog]  
Instead of locking chain with the Silver Key, say "You call the dog back to the post and lock him back to the chain."  
[Dog]  
The Dog is a thing.  
The Dog is in the Crossroads. "[if chain is locked]The Dog is wagging his tail.[otherwise]You hear the dog barking joyfully in the distant north.[end if]."  
The description is "[if chain is locked]The Dog is a white, golden retriever, and is locked to the pole by the Chain, he seems happy to see you.[otherwise]You can't see the dog.[end if]."  
Instead of taking Dog, say "[if chain is locked]The dog is chained to the pole silly.[otherwise]The dog is too far away.[end if]."  
Instead of unlocking Dog with Silver Key:  
say "You can't use a key on a dog. You mean the Chain right?".

[----- Roots -----]  
Roots is a room. "[Roots-Des]".  
The Roots is north of Crossroads and northeast of Platform.  
After going from the Roots to Crossroads: say "You follow [cross-tree-path], returning to ", continue the action.  
After going from the Roots to Platform: say "You cut across the [seasonal ground] to... ", continue the action.  
Instead of going east in the Roots, say "[ocean-block]".  
Instead of going northeast in the Roots, say "[ocean-block]".  
Instead of going southeast in the Roots, say "[ocean-block]".  
Instead of going west in the Roots, say "[forest-block]".  
Instead of going northwest in the Roots, say "[forest-block]".  
[/ Start Hidden Area - Climb Access ]  
[ TREE Requires STATES ]  
The Tree is a thing.  
The Tree is in the Roots. "[Tree-title]".  
The description is "[Tree-descript]".  
Instead of taking tree, say "You're kidding right?".  
Instead of climbing tree:  
try entering tree-trunk;  
stop the action.

[Tree-Trunk]  
Tree-Trunk is a door. "", tree-trunk is above roots and below Tree Top, Tree-Trunk is open.  
Instead of closing Tree-Trunk, say "Huh?".  
[Tree Top]  
Tree top is a room. "[TreeTop-Descript]".  
After going from Roots to Tree Top: say "You clamber up the tree to... ", continue the action.  
After going from Tree Top to Roots: say "You climb carefully back down to "; continue the action.  
Instead of going down from Tree Top:  
try entering Tree-Trunk;  
stop the action.

Instead of going nowhere from the Tree top, say "You should probably Go back Down first."  
[/End Hidden Area - Climb Access ]  
[Cat]  
The Cat is a female animal.  
The Cat is in Roots. "[cat-title]".  
The description is "[cat-descript]".  
Instead of taking cat, say "[if chain is unlocked]The cat is busy being chased by the dog. [otherwise]Don't think you want to try that, those claws look sharp. [end if] [line break]".  
[Golden Key]  
The Gold Key unlocks the Cage.  
The Gold Key is in Roots. "[gkey-title]".  
The description is "[gkey-descript]".  
[Sign]  
The Crude Sign is a thing.  
The Crude Sign is in Roots. "A Crude Sign lies at the base of the Tree."  
The description is "Scribbled upon the crudely constructed sign in child's writing are the words: [italic type][line break]DO NOT cLIMB (TReeS OR PoLeS)[roman type]".  
Instead of taking Crude Sign:  
say "You pull the crudely drawn sign out of the ground, it doesn't look very useful. ";  
continue the action.

[----- Platform -----]  
Platform is a room. "You find yourself amongst crumbling stone columns surrounding a small, circular, stone platform with a marble pedestal in it's centre. You can just make out a tree to the distant northeast, and a lake to the southeast."  
The Platform is west of Crossroads.  
After going from the Platform to Crossroads: say "You follow [cross-platform-path], returning to ", continue the action.  
After going from the Platform to Lake: say "You cut across the [seasonal ground] to... "; continue the action.  
After going from the Platform to Roots: say "You cut across the [seasonal ground] to... "; continue the action.  
Instead of going north in the Platform, say "[forest-block]".  
Instead of going northwest in the Platform, say "[forest-block]".  
Instead of going south in the Platform, say "[forest-block]".  
Instead of going southwest in the Platform, say "[forest-block]".  
Instead of going west in the Platform, say "[forest-block]".  
[Timedial]  
Timedial is a thing.  
Timedial is in the Platform. "[timedial-title]".  
The description is "[timedial-descript]".  
Instead of taking timedial:  
say "The timedial is fixed to the stone pedestal."  
try touching timedial.  
Instead of touching timedial:  
say "[timedial-touch]";  
stop the action.

To say timedial-title:  
say "Upon the pedestal, sits a sundial-looking device with the words :::TIMEDIAL::: inscribed beneath it".

To say timedial-descript:  
say "Upon closer inspection, you observe that the shadow of the device seems to be cast in an unnatural direction. It seems to be pointing to [italic type]";  
say "[if the sstate of the season is Spring]Three[end if]";  
say "[if the sstate of the season is Summer]Six[end if]";  
say "[if the sstate of the season is Autumn]Nine[end if]";  
say "[if the sstate of the season is Winter]Twelve[end if]";  
say "[roman type] o'clock .".

To say timedial-touch:  
say "[italic type]Upon Touching the timedial, you feel time rush past. [line break]";  
if the season is Spring begin;  
say "The air suddenly seems a lot warmer, the grass, longer and more lush, and the distant Tree has sprouted a healthy top of green foliage.";  
now the season is a Summer;  
stop the action;

end if;

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If the season is Summer begin;
    say "The grass seems to take on a yellow-orange tinge, and the distant Tree seems to be starting to lose its leaves, with a thick blanket of Autumn leaves already at its roots.";
    now the season is a Autumn;
    stop the action;
end if;
If the sstate of season is Autumn begin;
    say "The air seems alot cooler as a few chance snow-flakes begin descending from the sky. In moments, the entire meadow is covered in snow.";
    now the season is a Winter;
    stop the action;
end if;
If the sstate of season is Winter begin;
    say "The snow melts away instantly as new grass starts shooting forth. The Tree seems to be ready to sprout a new set of leaves.";
    now the season is a Spring;
    stop the action;
end if;

[ ---- Lake ----- ]
Lake is a room. [Lake-Descript].
The Lake is south of Crossroads and southeast of Platform.
After going from the Lake to Crossroads: say "You follow [cross-lake-path], returning to ", continue the action.
Instead of going east in the Lake, say "[ocean-block]";
Instead of going northeast in the Lake, say "[ocean-block]";
Instead of going southeast in the Lake, say "[ocean-block]";
Instead of going south in the Lake, say "[forest-block]";
Instead of going southwest in the Lake, say "[forest-block]";
Instead of going west in the Lake, say "[forest-block]";
[Sign]
The Official Sign is a thing.
The Official Sign is in the Lake. "An Official Sign is planted firmly at where the path and lake meet."
The description is "In Big Red Writing, the Official-looking Sign states: 'BE WARY OF THE CAT & NO SWIMMING' [if the chain is unlocked] As you listen to the dog barking at the cat in the distance, you note that the warning seems meaningless
now [end if]";
Instead of taking Official Sign:
    say "You try lifting the official-looking sign out of the ground but it seems fixed in place.".
[Bird]
The Bird is an animal.
The Bird is in the Lake. "[if the chain is locked]The Bird is sitting quietly in it's cage, rocking slightly with the cage's motion in the water[otherwise]The Bird is chirping away happily in the cage[end if].";
The description is "A magnificent Bluebird sits within the golden cage, [if the chain is locked] looking quite sad [otherwise] fluttering eagerly, yearning for freedom[end if].";
Instead of taking Bird:
    say "The Bluebird is inside the birdcage.".
[Cage]
The Cage is a container.
The Cage is openable.
The Cage is lockable and locked.
The Cage is in the Lake. "[cage-title]";
The description is "[cage-descript]";
Instead of taking Cage:
    say "[if the sstate of the season is Winter]You walk across the frozen lake and attempt to pull the cage from its frozen surface, but simply fall flat on the ice. However, the cage's lock is still accessible even though the Cage is frozen to the lake's surface.[otherwise]The cage is floating in the middle of the lake, better listen to that sign about not swimming, no idea what's down there.[end if]";
[ENDINGS]
Instead of unlocking Cage with Gold Key:
    if the sstate of the season is Winter begin;
        if the chain is locked begin;
            say "The bluebird is awfully quiet, staring at you and shivering in fear, it doesn't seem to want to come out.";
            continue the action;
        otherwise;
            say "The bluebird is fluttering around, eager for freedom.";
            say "[GOOD ENDING]";
            move Crude Sign to EmptyRoom;
            move Gold Key to EmptyRoom;
            move Silver Key to EmptyRoom;
            move player to Sky Room;
        end if;
    otherwise;
        say "You can't even reach the cage, let alone unlock it.";
        stop the action;
    end if.

Instead of opening the Cage:
    if the sstate of the season is Winter begin;
        if the cage is locked begin;
            say "The cage is locked";
        otherwise;
            if the chain is locked begin;
                say "[BAD ENDING]";
                end the game saying "[BAD ENDING CS]";
            otherwise;
                say "[GOOD ENDING]";
                move Crude Sign to EmptyRoom;
                move Gold Key to EmptyRoom;
                move Silver Key to EmptyRoom;
                move player to Sky Room;
            end if;
        end if;
    otherwise;
        say "You can't even reach the cage";
    end if.

To say cage-title:
    if the sstate of the season is Winter begin;
        say "The cage is set into the middle of the frozen surface of the lake. There is a bird locked inside";
    otherwise;
        say "A cage is floating, undisturbed, in the middle of the lake. There is a bird inside the cage";
    end if.

To say cage-descript:
    say "The cage is golden in colour and is [if the sstate of the season is Winter]set into the frozen[otherwise]floating placidly upon the[end if] surface of the lake. It holds a little bluebird within it's confines. The cage is [if the cage is locked]locked[otherwise]unlocked[end if]";

To say BAD ENDING:
    say "The cat leaps forward from nowhere and grabs the bird. As the cat pins the bird down it stares up at you with its sinister eyes, giving you a sly smile.[line break]It blinks. [line break]Suddenly your surroundings seems to be engulfed by utter darkness, with the only light seemingly coming from what best represents the glint of two white eyes. [line break]Blink. [line break]Utter Darkness";

To say GOOD ENDING:
    say "The bird flies joyfully out of the cage, chirping a beautiful tune. Entranced by the sight of the bird flying east, over the open waters, you hardly notice the meadow fading away beneath your feet. Within moments, you find yourself falling again, but you can hear the distant chirping of the bird and even see it occasionally weaving in and out of the clouds.[line break]";

[ ---- Additions & Variables ----- ]
[
The Sky Room is a Room.
The curRoom is a kind of value. The curRooms are vaseRoom, windowRoom, cardRoom.
The Sky Room has a curRoom. The curRoom of the Sky Room is windowRoom.
]
Understand "Gold-Key/goldenkey/golden-key/goldkey/gkey" as the Gold Key.
Understand "Silver-Key/silverkey/skey" as the Silver Key.
Understand "chain/dog-chain/dogchain/silverchain/silver-chain" as the Chain.
Understand "signpost/sign/signs/sign-post/post/pole" as Signpost.
Understand "birdcage/bird-cage/cage/gold-cage/goldcage/cage" as Cage.
Understand "bird/bluebird/blue-bird" as Bird.
Understand "time/time-dial/dial" as Tamedial.
Understand "officialsign/official-sign/official-looking-sign/officiallookingsign/osign" as Official Sign.

[Additions]
Instead of smelling when the curRoom of the Sky Room is windowRoom, say "You smell nothing unusual, just [season] in the air.";
Instead of going down when the curRoom of the Sky Room is windowRoom, say "You lie on the [seasonal ground] for a while, gazing up at the [seasonal sky] before getting up again."
Instead of waiting when the curRoom of the Sky Room is windowRoom, say "Time seems to stand still as you enjoy the [season] air for a moment."
Instead of going up when the curRoom of the Sky Room is windowRoom, say "[No-Up-Comment]";

[Variables]
The sstate is a kind of value. The sstates are Spring, Summer, Autumn, or Winter.
The season has a sstate.

To say window-introduction:

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say "You get sucked into the window in the sky and find yourself in".

To say season:  
say "[sstate of the season]".

To say forest-block:  
say "The [bold type]thick[roman type] forest, restricts you from moving in that direction."

To say ocean-block:  
say "The [italic type]steep[roman type] cliff and ocean to the east prevents you from moving in that direction. Though you are mesmerized, for a moment, by the tranquil sight of the expansive ocean."

To say cross-lake-path:  
say "[if the sstate of the season is Spring]a wet path[end if]";  
say "[if the sstate of the season is Summer]a grassy path[end if]";  
say "[if the sstate of the season is Autumn]a wet path[end if]";  
say "[if the sstate of the season is Winter]a snowy path[end if]";

To say cross-platform-path:  
say "[if the sstate of the season is Spring]a rocky path[end if]";  
say "[if the sstate of the season is Summer]a rocky path[end if]";  
say "[if the sstate of the season is Autumn]a rocky path[end if]";  
say "[if the sstate of the season is Winter]a slippery path[end if]";

To say cross-tree-path:  
say "[if the sstate of the season is Spring]a grassy path[end if]";  
say "[if the sstate of the season is Summer]a shaded path[end if]";  
say "[if the sstate of the season is Autumn]a leaf-filled path[end if]";  
say "[if the sstate of the season is Winter]an icy path[end if]".

To say seasonal ground:  
say "[if the sstate of the season is Spring]soft grass[end if]";  
say "[if the sstate of the season is Summer]green grass[end if]";  
say "[if the sstate of the season is Autumn]orange grass[end if]";  
say "[if the sstate of the season is Winter]snow[end if]".

To say seasonal sky:  
say "[if the sstate of the season is Spring]blue, cloud-streaked sky[end if]";  
say "[if the sstate of the season is Summer]sunny clear sky[end if]";  
say "[if the sstate of the season is Autumn]brilliant blue sky[end if]";  
say "[if the sstate of the season is Winter]snowing sky[end if]".

To say No-Up-Comment:  
say "Nothing up there but a [seasonal sky]."

To say cat-state:  
say "[if chain is locked and Gold Key is not in Roots]chain locked, goldkey not in roots [end if]";  
say "[if chain is locked and Gold Key is in Roots]chain locked, goldkey IS in roots [end if]";  
say "[if chain is unlocked and Gold Key is not in Roots]chain unlocked, goldkey not in roots [end if]";  
say "[if chain is unlocked and Gold Key is in Roots]chain unlocked, goldkey IS in roots [end if]";

To say Roots-Des:  
say "[if the sstate of the season is Spring]A humongous tree sits here, with a few leaves just beginning to spring forth from it's top[end if]";  
say "[if the sstate of the season is Summer]An ancient, shady, green tree sits here[end if]";  
say "[if the sstate of the season is Autumn]A brilliant tree sits here amongst it's red, orange and brown foliage[end if]";  
say "[if the sstate of the season is Winter]A massive snow-covered tree sits here[end if]".

To say tree-title:  
say "The Tree is simply Massive".

To say tree-descript:  
say "[if the sstate of the season is Spring]The Tree has a few leaves just beginning to spring forth from it's top.[end if]";  
say "[if the sstate of the season is Summer]The huge Tree has a healthy top of green leaves.[end if]";  
say "[if the sstate of the season is Autumn]The Tree has a brilliant cloak of orange and red leaves above and below it.[end if]";  
say "[if the sstate of the season is Winter]The Tree is covered totally in snow, blending in perfectly with its surroundings.[end if]";

To say cat-title:  
if the chain is locked begin;  
if the Gold Key is in Roots begin;  
say "The Cat seems intrigued by your presence";  
otherwise;  
if the sstate of the season is Winter begin;  
say "You can't seem to be able to see the Cat";  
otherwise;  
say "The Cat is lying under the shade of the tree";  
end if;  
end if;  
otherwise;  
say "The Cat is busy being chased by the dog";  
end if.

To say cat-descript:  
if the chain is locked begin;  
if the Gold Key is in Roots begin;  
say "The Cat has black velvet fur and snow-white eyes, it holds a goldkey in its mouth and a sinister glint in its right eye.";  
otherwise;  
if the sstate of the season is Winter begin;  
say "The Cat is nowhere in sight, it must be hiding around somewhere.";  
otherwise;  
say "The Cat has a black velvet fur and snow-white eyes.";  
end if;  
end if;  
otherwise;  
say "The Cat is a black blur, frantically trying to escape the Dog.";  
end if.

To say gkey-title:  
if the Gold Key is in Roots begin;  
if the chain is locked begin;  
if the sstate of the season is Winter begin;  
say "A Gold Key is lying on the [seasonal ground] at the base of the tree";  
otherwise;  
say "A Gold Key is being held in the cat's mouth, it seems to want you to have it";  
end if;  
otherwise;  
say "A Gold Key is lying on the [seasonal ground] at the base of the tree";  
end if;  
end if.

To say gkey-descript:  
say "The gold key shines brilliantly in the sunlight."

To say TreeTop-Descript:  
say "[if the sstate of the season is Spring]You can see an occasional flock of birds fly above you[end if]";  
say "[if the sstate of the season is Summer]You sit peacefully amongst the tree's thick, green foliage[end if]";  
say "[if the sstate of the season is Autumn]Bright orange leaves fall peacefully down to the ground as you rustle through the tree[end if]";  
say "[if the sstate of the season is Winter]The Tree is covered totally in snow, blending in perfectly with its surroundings[end if]";  
say "[line break][if chain is unlocked]Below you, the dog bounds around the tree, chasing after the cat[otherwise]You can just about make out the Dog tied up to the signpost and the cat lying peacefully in the shade beneath you[end if]";  
say "[if Silver Key is in the Top of Post][line break]You can also see a small shiny glimmer from the Top of the Signpost[end if]";  
say "[if the sstate of the season is Winter][line break]The lake seems like a stainless mirror from this vantage point[end if]".

To say Lake-Descript:  
if the sstate of the season is Winter begin;  
if the chain is locked begin;  
say "The lake is completely frozen over, you can even see your reflection in the water. You can feel the cat's presence creeping in the shadows";  
otherwise;  
say "The lake is completely frozen over, you can even see your reflection in the water. You smile as you hear the dog barking at the cat in the distance";  
end if;  
otherwise;  
say "The surface of the lake is serene, undisturbed. The calmness feels soothing and for a moment you feel your worries lift from your body";  
end if.

[.....CARD ROOM.....]

["Getwellcard" by Adrian Yoong]

The Florist room is a room.

"[If unvisited]As you crawl through the cupboard, you can't help but feel the futility of all this. Nevertheless, you emerge to the other side, and as you pick yourself up from the floor, you take in your surroundings. This is undeniably a florist or at least a room in a florist. It seems like a lot of the flower arrangements are done here, as you notice the floor is littered with leaves and stray petals. The room has several windows, all situated on the east wall. There is no light outside and the only illumination for this room comes from a lamp on a Desk. At first glance, you notice there are many Desks or workbenches, none which grab your attention more than the one with the lamp on it.[line break][line break]You steal a quick glance behind you, expecting to see the cupboard door - to which you frown, perplexed. The cupboard door is just not there...[otherwise]You are in a darkened florist's workshop, the only source of light being a lamp on a Desk. Apart from the Desk with the lamp, you also notice a few Card racks, all empty except one. This rack family has one last Card left. And finally, your eyes rest on a long Workbench to the west wall. There lie a pile of wicker baskets atop the bench, ready for anyone to put flowers in and deliver to loved ones"

The Desk is scenery in the Florist room. The Desk is fixed in place. The description is "Investigating the Desk itself, you don't see anything astounding, although you do note that it has one large drawer. However, what lies atop the Desk grabs your attention. There is a lamp and an answering machine."  
Instead of taking the Desk, say "Oh, and what are you going to do with a Desk? Put it in your pocket? HAH, forget it."

The answering machine is part of the Desk. The description is  
"The machine itself spots a frantically flashing red button. Seems like someone forgot to check the messages. You feel compelled to press the button."  
Instead of taking answering machine, say "Are you seriously considering taking that? Maybe not...just leave it."

The button is part of the answering machine.  
Instead of pushing the button, say "Pressing the button on the answering machine, you hear a message, a man's voice plays..."

Before you go, one last order for the day Fiona. We need a medium basket ready by tomorrow. I don't know what Cards we've got leftover and how many, but get something appropriate for a coma patient. I know we're running really low so I'll be bringing a new box tomorrow."

Perplexed, you note that there is one last hamper that requires assembly. Perhaps you could help Fiona out and make it for her."

Understand "check message" or "check the message" as checkingmsg when the location is the Florist room.  
Checkingmsg is an action applying to nothing.  
Check checkingmsg:  
    try pushing the button.

The drawer is part of the Desk. The drawer is an openable closed container.  
Instead of opening drawer, say "You pull the drawer open, hoping for some sort of solution to your conundrum, but to no avail. The drawer is bare as bare can be. As disappointed as you might be, you decide to let it go and close the drawer. No point looking in there again."

The card rack is scenery in the Florist room. The card rack is an openable open container.  
The description is "You see several Card racks in the room, all empty except for one with a solitary Card.  
Taking a closer look, the Card reads:[line break]  
Get well soon!"  
The Get well soon Card is inside the Card rack. The description is  
"Looks like a typical well-wishing Card, although feels a little warm in your hand."

The lamp is part of the Desk. The description is  
"The black metal lamp sits unassumingly on the desk. The hot yellow light is turned on. The lamp itself is incredibly simple, consisting of the bulb housing, a spine and base, a wire and a switch, with the wire leading to a utility power socket in the ground. There is also a very small tag next to the lamp. Squinting, you can make out the words 'DO NOT TURN OFF!'"

The lamp is a switched on device. The lamp is fixed in place.  
Instead of switching off lamp:  
    if the lamp is switched on begin;  
        say "Out of pure curiosity, you nonchalantly test the lamp and flip the switch off."

Usually you expect your eyes to adjust to the darkness, but it just doesn't happen.  
There didn't seem to be any other source of light, however faint it might have been.

So you fumble around for the switch to turn the lamp back on. Strangely, the switch doesn't seem to be there.

As a matter of fact, you feel like you have left the room, that you are no longer there.

A fate worse than death, when all light is diminished, one is eternally plunged into darkness."  
    end the game saying "[BAD ENDING CSI]";  
otherwise;  
    say "this is broken.";  
end if.

The workbench is scenery in the Florist room. The workbench is an openable container. The description is  
"A large wooden workbench is pushed up against the west wall. The bench is very utilitarian and robust, and is supposedly for more heavy duty flower basket orders. Or is there such a thing? Nevertheless, you spy a few sliding cupboard doors on the bench. A solitary basket sits atop the bench."  
Instead of opening workbench, say "Sliding back the doors, your spirit lifts when you see a large box of...flowers? The box is labelled 'Preserved #3.' Whatever #3 stands for, you feel the need to take the box, or at least the bundle of flowers."  
Instead of taking workbench, say "You're not Hercules. You can't just PICK UP a workbench."  
Understand "cupboard" as workbench when the location is Florist room.

The bundle of flowers is a thing. The bundle of flowers are inside the workbench.  
Instead of taking bundle of flowers:  
    say "Taking the flowers in your hands, you noticed that they feel cold...[line break]Now don't forget what these are for";  
    continue the action.

The basket is an open container in the Florist room. The description is "These wicker baskets look typically mass produced. These are probably what the florist uses to make a flower hamper. The basket sits unassumingly atop a workbench."

Instead of inserting the get well Card into the basket:  
    if the bundle of flowers is inside the basket begin;  
        say "You place the Card amongst the flowers, making as close a floral arrangement as you can.[line break]You feel a emanating warmth from the basket and you feel compelled to take it";  
        continue the action;  
    otherwise;  
        say "As you place the Card inside the empty basket, your eyes glaze over and your vision loses focus. Blinking several times, you notice the Card is still in your hands.";  
    stop the action;  
end if.

Instead of taking basket:  
    if the bundle of flowers is inside the basket begin;  
        if the get well card is inside the basket begin;  
            say "For some reason, you confidently grasp the basket handle. It feels a little warm...";  
            move player to the Hospital ward;  
        end if;  
    otherwise;  
        say "As your hands close on the basket's handle, you seem to lose the grip on the basket.";  
    stop the action;  
end if.

The Hospital ward is a room. "[if unvisited]... and you find yourself inexplicably standing in a hospital patient room. Some lucky person gets this whole room to themselves, yet you see no one in the bed. There are a few chairs drawn up to the bed, but no one sitting in them either, while the bed itself looks like it most recently had someone lying in it.[otherwise]Here is a typical hospital room. The room facilitates only one person, but that person is currently missing from their bed. However, you do see a flower hamper here."

The flower hamper is scenery in the Hospital ward. The flower hamper is an open container in the Hospital ward. The description is "There is a flower hamper here. This differs from your basket which you crudely constructed by a large degree, although to call it more 'professional' is an adequate description. It sits atop a bedside desk. However, what perplexes you is that something is just not right - It is missing a card.[line break]You scan the room once more and lay your eyes on a small paper bin..."  
Instead of taking flower hamper, say "Your fingers grasp the handle, but by some inexplicable force, your arm becomes tired and you cannot lift it."

paper bin is scenery in the Hospital ward. paper bin is an open container. The description is "An unassuming waste paper bin. However, looking inside, you see a blank looking greetings card."

Blank card is in the paper bin. The description is "This card is just like the one you saw previously. But mysteriously, the word 'Get' has been faded out. You suppose this goes along with the flower hamper."

Understand "blankcard/card" as the Blank card when the location is Hospital ward.

Understand "place [something] into [an open container]" as inserting it into.

Understand "basket" as flower hamper when the location is the Hospital ward.

Instead of inserting the Blank card into the flower hamper:  
    if the bundle of flowers is inside the basket begin;  
        say "As you place the card back into the hamper, you feel an unexplainable force barring the card from actually being placed upon the hamper. Giving it a few more tries, you decide to just stop - this just isn't going to work. Nevertheless, you feel a little happier on the inside. The card feels warm in your hands, and you give it another glance. The fade from the word has gone and the card now fully reads 'Get well soon.' It suddenly makes a little more sense, as you pocket the card.[line break][line break]And without explanation, you find yourself falling again..."

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move Blank card to EmptyRoom;  
move player to Sky room;  
otherwise,  
say "Something broked."  
end if.
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