Reflections of the Deep
(Prologue & Chapter 1)

Narrative Sections:

Game Locations:

```
//Prologue
ROOM [init] {
     ^+++good^
     <sounds/BGM/introAmb.mp3>
     "Would you like another glass of water?" You blink out of
     your thoughts and look over to the waiter standing next to
     the table. He looks at you expectantly, waiting for a
     reply. (#Yes#, #No#)
     ^++init^
     }

YES &init& {
     You nod your head and give him a weak smile. He reaches
     over and, plucking your glass from the table, says "You're
     still looking a little green around the gills, it's quite
     common for those who haven't ridden on a subrail before. It
     might help to lay down for a bit while your body adjusts to
     the depth." He sets down your now full glass in front of
     you and with a smile departs, exiting through the West door
     labeled "Staff Only".
     *sounds/SFX/glassFilled.mp3*
     ^++full_glass^
     |BREAK|
     Leaning back in your chair, you let your eyes wander across
     your surroundings. On the well worn table in front of you
     sits your #glass#, and on the wall beside you is a small
     #poster#. A few tables away sits an old #man# engrossed in
     his writing, and at the other end of the car is a young
     #woman#. There is a door to the #East# side of the car that
     leads to the passenger sleeping quarters.
     }
NO &init& {
     You shake your head and he smiles politely at you saying,
     "Let me know if you change your mind. You're still looking
     a little green around the gills, it's quite common for
     those who haven't ridden on a subrail before. It might help
     to lay down for a bit while your body adjusts to the
     depth." With a smile he departs, exiting through the West
     door labeled "Staff Only".
     |BREAK|
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```
    Leaning back in your chair, you let your eyes wander across
    your surroundings. On the well worn table in front of you
    sits your #glass#, and on the wall beside you is a small
    #poster#. A few tables away sits an old #man# engrossed in
    his writing, and at the other end of the car is a young
    #woman#. There is a door to the #East# side of the car that
    leads to the passenger sleeping quarters.
    }

EXAMINE [glass] {
    Looking at the glass, your nausea takes over again. You
    wish it was full.
    }
EXAMINE [glass] &full_glass& {
    In the glass before you, the water's surface ripples with
    the movement of the train. The slow and steady swaying
    reminding you of how far you are from home.
    }
USE [glass] {
    You twirl the empty glass on the table.
    }
USE [glass] &full_glass& {
    You pick up the glass and drink the water, the coolness of
    it diminishing your nausea.
    ^--full_glass^
    }
Take [glass] {
    Although the glass is nice, you don't see a reason you need
    to take it with you.
    }

EXAMINE [room] &init& {
    The dining car is well lit with warm electric lighting that
    reflects off the polished wood tables and chairs. To one
    side is a couple of armchairs and a settee with a low table
    where one might chat or play a hand of cards. Further down
    lies the bar; closed at this late hour. The rest of the
    room is filled with dining tables, only two of which are
    occupied; one by an older #man# and another by a young
    #woman#. To the #East# is a door leading to the passenger
    sleeping quarters.
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     }
EXAMINE [poster] &init& {
     The poster announces in large black letters, "Welcome
     Aboard the Transatlantic Suboceanic Rail! The safest way to
     cross the depths of the ocean."
     }
EXAMINE [man] &init& {
     The older man sits hunched over his table, engrossed in his
     writing. Looking closer, you can see that his once
     respectable suit now shows signs of considerable wear with
     patches haphazardly sewn on and stains decorating the
     surface. As he writes, he mutters under his breath and,
     although he pauses to drink his coffee, his eyes never
     stray from the pages in front of him.
     }
TALK [man] &init& {
     Approaching the man, you begin to speak but he stops you
     waving his hands and saying, "No, no, no, I can't be
     bothered right now, I've almost solved it."
     }
EXAMINE [woman] &init& {
     The young woman sits alone at a table, an untouched cup of
     tea next to her. She's wearing a pale blue dress of fine
     quality and you can see that she has soft hands, the kind
     that have never seen a hard day of labour. She stares
     vacantly at the room, her mind seemingly far away.
     }
TALK [woman] &init& {
     You approach the young woman and greet her. She turns to
     you but her expression remains distant.

     "Can you feel it? Something is coming, something...dark."

     Shifting her gaze back to the room, she goes silent once
     more, lost in her own thoughts.
     }
GO [east] &init& {
     You leave the dining room heading East into the hallway of
     the sleeper car and then into your own room.
     [[ROOM(your_room)]]
     }
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```
GO [west] &init& {
     You cannot go into the kitchen, only the staff are
     permitted there.
     }

ROOM [your_room] %good% {
     <sounds/BGM/basicAmb.mp3>
     Your room is furnished in a practical fashion. Pushed
     against the wall is your #bed#, across from it is a small
     desk and on the wall hangs a tall #mirror#.
     ^++your_room^
     }
ROOM [your_room] &your_room& %good% %nogo_your_room% {
     Your room looks as it did before this whole nightmare
     began. Pushed against the wall is your #bed#, across from
     it is a small desk, and on the wall hangs a tall #mirror#.
     ^---nogo_your_room^
     }
ROOM [your_room] &your_room& %good% {
     Your room is furnished in a practical fashion. Pushed
     against the wall is your #bed#, across from it is a small
     desk and on the wall hangs a tall #mirror#.
     }
EXAMINE [room] &your_room& %good% {
     Your room is furnished in a practical fashion. Pushed
     against the wall is your #bed#, across from it is a small
     desk and on the wall hangs a tall #mirror#.
     }
EXAMINE [bed] &your_room& %good% {
     The bed is neatly made with the sheets and blanket tucked
     in at each corner. Although simple, it has a comfortable
     quality that can't be found in a new bed.
     }
USE [bed] &your_room& %good% {
     You take the waiter's advice and decide to lay down for a
     bit now that your stomach is feeling more settled. Taking
     your shoes off, you lay down on your bed, planning to only
     close your eyes for a minute. Soon though, you feel the
     pull of sleep and drift off.
     |BREAK|
     <sounds/BGM/basicAmb.mp3>
```

```
    ^---good^
    ^+++bad^
    ^--your_room^
    [[ROOM(your_room)]
    }
EXAMINE [mirror] &your_room& %good% {
    The mirror is simply adorned, but it's height and level
    surface allow you to examine your outfit from head to toe
    when you desire.
    }
USE [mirror] &your_room& %good% {
    Looking in the mirror, your reflection stares back at you
    with tired eyes.
    }

//Chapter 1
ROOM [your_room] %bad% {
    You're drifting in the darkness. Fragments of your thoughts
    gently swirl around you, mixing and separating with no
    rhyme or reason. You feel a weight on your chest beginning
    to pull you down. Everything begins to swirl faster and
    faster until it is an indistinguishable blur. You are
    falling...
    |BREAK|
    *sounds/cinematic/nightmare.mp3*
    |DELAY 24000|
    With a start, you wake. You open your bleary eyes and blink
    up at the ceiling, your mind still groggy. As the fogginess
    of sleep fades, you notice the room is darker than it
    should be. The emergency lighting is on.

    Unease knots your stomach and getting up quickly, you slip
    on your shoes. Standing there you look around trying to
    figure out what it was that awoke you, and then it hits
    you. It's silent, the train is not moving.
    |BREAK|
    Something else seems out of place and you trust your
    instincts when they tell you that there is more going on
    here than just a mechanical failure.
    ^++your_room^
    }
```

Commented [1]: 24s

Commented [2]: this delays the text printing until the sound finishes

```
EXAMINE [room] &your_room& %bad% {
    In the dim lighting you can see your desk to one side and
    your #bed# across from it. Hanging on the wall is your full
    length #mirror#.
    }
EXAMINE [mirror] &your_room& %bad% {
    You walk to the mirror and as you near it, you notice
    something wrong. Initially, you disregarded the darkness of
    it's reflection because of the dim lighting but as you
    stare at it you can barely make out anything. It takes a
    moment but then you realize the mirror shows everything but
    your own reflection.
    |BREAK|
    Without thinking, you reach out your hand to touch its
    surface. Your hand doesn't rest on the surface like you
    expected, rather it begins to pass through it. Shock and
    wonder fill your mind until something grabs you and pulls
    you through.
    |BREAK|
    *sounds/cinematic/mirrorEnter.mp3*
    |DELAY 7000|
    <sounds/BGM/mirrorAmb1.mp3>
    You've fallen to your knees and as the darkness recedes
    from your vision and you can see that you are in your
    room...and yet you are not. The desk and bed are on
    opposite sides, and what looks like tar covers the ceiling
    and bleeds down the walls. Behind you is the mirror and
    through it you see your real room, it's dim emergency
    lighting just barely illuminating your surroundings.
    Returning your attention to the inky black liquid, you see
    that it has now reached the floor and is oozing towards
    you.
    |BREAK|
    As it gets closer, you back away step by step not taking
    your eyes off it. The light begins to fade and, glancing
    behind, you see that the liquid has begun to cover the
    mirror. In a split second, you make your decision and lunge
    through mirror, barely avoiding the reaching tendrils of
    darkness.
    |BREAK|
    *sounds/cinematic/mirrorExit.mp3*
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Commented [3]: 7s

Commented [4]: 7s

Commented [5]: figure out how we're doing bgm

```
    |DELAY 6000|
    *sounds/cinematic/hallwayChase.mp3*
    |DELAY 14000|
    [[ROOM(sleeper_car_west)]]
    }
EXAMINE [bed] &your_room& %bad% {
    The bed is rumpled from your sleep. The blanket bunched and
    twisted from your movements and the pillow indented from
    where your head rested.
    }
USE [bed] &your_room& %bad% {
    The unease you feel makes the prospect of sleep impossible.
    }


ROOM [sleeper_car_west] %bad% {
    As you catch your breath, you look around. You're in the
    hallway of the sleeper car and, like your room, it is
    bathed in emergency lighting. Maybe one of the staff or
    another passenger knows what is going on, but there is no
    sign of anyone else. To the #west# is the door leading to
    the dining room. #North#, across the hall from your room,
    is the sleeping quarters of a young man you've seen in
    passing. And to the #east# stretches the rest of the
    sleeper car.
    ^++sleeper_car_west^
    }
ROOM [sleeper_car_west] &sleeper_car_west& %bad% {
    You are on the far west end of the sleeper car. To the
    #west# is the door to the dining room, and to the #north#
    are the sleeping quarters of another passenger, a young
    man. To the #east# stretches the rest of the sleeper car.
    }
ROOM [sleeper_car_west] &sleeper_car_west& %good% {
    You are on the far west end of the sleeper car. To the
    #west# is the door to the dining room, and to the #north#
    are the sleeping quarters of another passenger, a young
    man. Your own room is through the door to your south, and
    to the #east# stretches the rest of the sleeper car.
    }
GO [north] &sleeper_car_west& {
    [[ROOM(lover_boi)]]
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Commented [6]: eventually combine these

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    }
GO [south] &sleeper_car_west& %bad% {
    Staring at the door to your room you can't bring yourself
    to enter it, the fear of what could be waiting on the other
    side stops you.
    }
Go [south] &sleeper_car_west& %good% {
    [[ROOM(your_room)]]
}
GO [east] &sleeper_car_west& {
    [[ROOM(sleeper_car_middle)]]
    }
GO [west] &sleeper_car_west& %bad% {
    The door doesn't budge when you tug on it. A sign on it
    reads, "In case of emergency this door will seal until
    power is restored." You bang on the door hoping someone on
    the other side will hear you, but there is no response.
    }
GO [west] &sleeper_car_west& %good% {
    [[ROOM(dining_car)]]
    }

ROOM [sleeper_car_middle] {
    You are midway down the car. There is only one door #south#
    of you leading to another passenger's quarters.
    ^++sleeper_car_middle^
    }
ROOM [sleeper_car_middle] &sleeper_car_middle& {
    You are midway down the car. There is only one door #south#
    of you leading to another passenger's quarters.
    }
GO [south] &sleeper_car_middle& {
    [[ROOM(old_man_reg)]]
    }
GO [east] &sleeper_car_middle& {
    [[ROOM(sleeper_car_east)]]
    }
GO [west] &sleeper_car_middle& {
    [[ROOM(sleeper_car_west)]]
    }
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ROOM [lover_boi] {
    You enter a room almost identical to your own and the bed
    looks as though someone had just been sleeping in it. You
    wonder where they are at this hour, perhaps gone to the
    dining car. The only other evidence of the room's occupant
    is a #book# lying on the desk and a pair of #shoes# beside
    the bed.
    ^++lover_boi^^
    }
ROOM [lover_boi] &lover_boi& {
    You enter a room almost identical to yours and void of any
    possessions except a #book# on the desk and a pair of
    #shoes# discarded beside the bed.
    }
GO [south] &lover_boi& {
    [[ROOM(sleeper_car_west)]]
    }
EXAMINE [book] &lover_boi& {
    You open the book and discover it is the young man's diary.
    The most recent entry reads, "Diane and I managed to sneak
    away from her overbearing mother for a few minutes before
    we boarded the train. There is nowhere else I would rather
    be than with her. She gave me a key to the kitchens and
    tomorrow night I'll finally have a chance to sneak through
    them to get to her quarters. Until then I will keep it safe
    within my sole, my soul that belongs to her."
    ^++book^
    }
TAKE [book] &lover_boi& {
    Although your curiosity demands you take the book with you,
    your conscience can't justify taking something so personal.
    }
EXAMINE [shoes] &lover_boi& {
    From a distance, the shoes look almost worn through to the
    bottom and their grimy appearance dissuades you from taking
    a closer look.
    }
EXAMINE [shoes] &lover_boi& &book& {
    You gather your courage and approach the shoes. Lifting
    them up by the toes, you give them a firm shake and a key
    comes tumbling out.
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Commented [7]: possibly italicize if ppl struggle with the puzzle

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     |BREAK|
     *sounds/SFX/keyShoeRattle.mp3*
     |DELAY 3000|
     *sounds/SFX/keyDrop.mp3*
     |DELAY 1000|
     You set down the shoes and pick up the key. It is labelled
     as a key to the cars of the upper class passengers.
     Figuring it will be useful later, and considering it is
     stolen anyways, you slip it into your pocket. ^+key^
     }
TAKE [shoes] &lover_boi& {
     The shoes aren't your style or size. You decide against
     taking them with you.
     }
EXAMINE [key] $key$ {
     The key is a simple brass key labelled as a key to the cars
     of the upper class passengers.
}

ROOM [old_man_reg] {
     Opening the door, you step into the room. Although it is
     twice the size of yours, it is much more cramped. Boxes
     large and small cover the floor, and there is no sign of
     the room's occupant. Papers yellowed with age and wires
     long bent out of shape peek out from under their lids. A
     lone #desk# sits in the corner and against the wall is a
     bed with a side #table# next to it. Tucked in another
     corner stands a tall #mirror# of fine quality.
     }
ROOM [old_man_reg] &old_man_reg& {
     The large room is cramped with boxes. A lone #desk# sits in
     the corner and against the wall is a bed with a side
     #table# next to it. Tucked in another corner stands a tall
     #mirror# of fine quality. The door to the hallway sits
     closed, #north# of you.
     }
EXAMINE [room] &old_man_reg& {
     Although the room is twice the size of yours, it is much
     more cramped. Boxes large and small cover the floor. Papers
     yellowed with age and wires long bent out of shape peek out
     from under their lids. A lone #desk# sits in the corner and
```

Commented [8]: combine

Commented [9]: 4s combined

Commented [10]: combine

Commented [11]: 4s combined

Commented [12]: combine

Commented [13]: 4s combined

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       against the wall is a bed with a side #table# next to it.
       Tucked in another corner stands a tall #mirror# of fine
       quality, and to your north sits the door to the hallway.
       }
EXAMINE [desk] &old_man_reg& {
       On the desk sits a number of piles of #paper#, almost all
       of which is written in poor handwriting. Among the papers
       sits a device that resembles a strangely designed
       #lantern#.
       }
EXAMINE [table] &old_man_reg& {
       On the side table sits the picture of a young woman smiling
       at the camera. The frame is worn around the edges as though
       it has been held frequently, and engraved below the image
       is the name, "Francine".
       }
GO [north] &old_man_reg& {
       [[ROOM(sleeper_car_middle)]]
       }
GO [north] &old_man_reg& %bad% &lantern& {
       Deciding to risk the hallway, you open the door. Staring
       back at you is the darkness you fear and when it lunges at
       you, you are helpless to avoid it.
       *sounds/cinematic/death.mp3*
       [[ROOM(gameover)]]
       }
EXAMINE [mirror] &old_man_reg& %bad% {
       The mirror seems normal but, like your own, you can't see
       your reflection in it. Although this one doesn't seem as
       menacing, you are wary to approach it.
       }
EXAMINE [mirror] &old_man_reg& %good% {
       The mirror sits in the corner looking like any other, and
       in it you can see your own reflection and that of the room.
       }
USE [mirror] &old_man_reg& %good% {
       Standing in front, you place your hand on its surface
       assuring yourself it has returned to normal. Your
       reflection stares back at you and you wonder whether this
       nightmare will soon be over.
       }
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Commented [14]: needs game over audio

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USE [mirror] &old_man_reg& %bad% {
     The memory of what happened last time you got too close to
     a mirror flashes through your mind, stopping you from
     walking closer.
     }
USE [mirror] &old_man_reg& %bad% &lantern& {
     Your desire to live outweighs your fear of the mirror and
     you quickly walk toward it, only hesitating for a moment
     before plunging through.
     |BREAK|
     *sounds/cinematic/mirrorEnter.mp3*
     |DELAY 7000|
     [[ROOM(old_man_mirror)]]
     }
EXAMINE [mirror] &old_man_reg& %bad% &lantern& {
     The thought of going near another of the strange mirrors is
     one you don't like, but you are out of time. The #mirror#
     sits there, an open door waiting...
     }

EXAMINE [paper] &old_man_reg& {
     *sounds/SFX/paper.mp3*
     The topmost paper has a news article attached to it whose
     headline reads, "Mysterious Disappearances Blamed on Errors
     in Passenger Manifests". The writing on the paper that you
     can make out reads, "...have stopped investigating as the
     costs were ruled excessive when no definitive evidence
     could be produced proving the disappearances occurred while
     the journey was underway. My own independent inquiries have
     unearthed that this is indeed not the case. They simply
     choose to ignore the evidence before them, dismissing it as
     supernatural nonsense..."
     }
TAKE [paper] &old_man_reg& {
     The paper is clearly part of a larger project and, being
     unable to read much of it, you decide to leave it where it
     is.
     }
EXAMINE [lantern] &old_man_reg& {
     What looks to be lantern sits on the desk among the papers.
     It has a tag on it that reads, "Paranormal Illumination
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Commented [15]: 7s

Commented [16]: 7s

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        Torch". On the back is scrawled, "Idea was sound, but
        testing has indicated it is unlikely to work."
        }
TAKE [lantern] &old_man_reg& %bad% {
        You flick the power switch to ON, but nothing happens.
        Deciding there is no reason to carry around a broken
        lantern, you leave it where it is.
        |BREAK|
        <sounds/BGM/tensionAmb.mp3>
        As you turn away from the lantern, a sudden chill runs down
        your back and dread curls in your stomach. You can feel the
        dark presence from your mirror, it has returned and is
        getting closer. The feeling of unease is coming from the
        direction of the hallway. With no other doors to escape
        through, you need to find somewhere to hide…
        ^++lantern^
        }
TAKE [lantern] &old_man_reg& %good% {
        You flick the power switch back and forth, but nothing
        happens. Deciding there is no reason to carry around a
        broken lantern, you leave it where it is.
        }
ROOM [old_man_mirror] {
        Emerging on the other side, you quickly press yourself flat
        against the wall beside the mirror, out of view from the
        other side. All is silent as you feel the ominous presence
        get closer and closer, until you hear the whisper of a door
        sliding open.
        |BREAK|
        *sounds/SFX/doorLight.mp3*
        |DELAY 2000|
        It feels like an eternity, you stand there not even daring
        to breathe. But soon you hear the door slide shut with a
        click and the oppressive feeling begins to fade until it is
        completely gone.
        |BREAK|
        *sounds/SFX/doorLight.mp3*
        |DELAY 2000|
        <sounds/BGM/mirrorAmb.mp3>
        Taking a deep breath, you examine your surroundings. The
        room is a mirror image of the other, but what catches your
```

Commented [17]: 2s

Commented [18]: 2s

Commented [19]: 2s

Commented [20]: 2s

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    attention is the light emanating from the #desk#. It's the
    #lantern#, it's glowing...
    }
ROOM [old_man_mirror] &old_man_mirror& {
    The room is a mirror image of the other. A lone #desk# sits
    in the corner and against the wall is a bed with a side
    #table# next to it. Behind you stands the #mirror# you
    passed through.
    }
EXAMINE [paper] &old_man_mirror& {
    *sounds/SFX/paper.mp3*
    The article attached to the paper reads, "Train Companies
    Deny any Wrongdoing". The writing on the paper that you can
    make out reads, "...are fools to stop investigating. Their
    unwillingness to see the evidence before them and intervene
    led has led to more and more disappearances. I know
    Francine would not have left me as everyone says, we loved
    each other. Something took her away and when I find out who
    or what it was there will be hell to pay..."
    }

EXAMINE [lantern] &old_man_mirror& {
    The strange lantern looks as it did before, except now it
    casts a warm glow across the room. Picking it up you look
    at the wires coming out of it, none of them are attached
    and you can't figure out how it is being powered.
    }
TAKE [paper] &old_man_mirror {
    The paper is clearly part of a larger project and, being
    unable to read much of it, you decide to leave it where it
    is.
    }
TAKE [lantern] &old_man_mirror& {
    Flicking the power switch to OFF, you pick up the lantern.
    *sounds/SFX/lanternUse.mp3*
    *sounds/SFX/lanternPickup.mp3*
    ^+lantern_off^
    ^++lantern_taken^
    }
EXAMINE [desk] &old_man_mirror& {
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Commented [21]: combine but only for this instance

Commented [22]: combine but only for this instance

Commented [23]: combine but only for this instance

```
     On the desk sits a number of piles of #paper#, almost all
     of which is written in poor handwriting. Among the papers
     sits a glowing device that resembles a strangely designed
     #lantern#.
     }
EXAMINE [desk] &old_man_mirror& &lantern_taken& {
     On the desk sits a number of piles of #paper#, almost all
     of which is written in poor handwriting.
     }
EXAMINE [table] &old_man_mirror& {
     On the side table sits a picture in which an old married
     couple smile at the camera holding hands. The engraving in
     the frame reads, "Francine & Elijah".
     }
USE [lantern] $lantern_off$ {
     ^-lantern_off^
     You turn the lantern ON with a click and a steady warm glow
     illuminates the space around you.
     *sounds/SFX/lanternUse.mp3*
     ^+lantern_on^
     }
USE [lantern] $lantern_on$ {
     ^-lantern_on^
     With a flick of your wrist you turn the lantern OFF.
     *sounds/SFX/lanternUse.mp3*
     ^+lantern_off^
     }
USE [lantern] $lantern_on$ &storage_car& %bad% {
     ^-lantern_on^
     With a flick of your wrist you turn off the lantern,
     plunging yourself into darkness. The unforgiving blackness
     consumes you.
     *sounds/SFX/lanternUse.mp3*
     *sounds/cinematic/death.mp3*
     [[ROOM(gameover)]]
     }
EXAMINE [lantern] $lantern_on$ {
     The strange lantern is currently turned ON and casts a warm
     glow over your surroundings.
     }
EXAMINE [lantern] $lantern_off$ {
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```
        The strange lantern is currently turned OFF.
        }

ROOM [sleeper_car_east] {
        Moving down the car, the rest of the doors you try are
        locked. At the end of the hallway, the door to the storage
        car lies #east# of you.
        }

ROOM [sleeper_car_east] &sleeper_car_east& {
        At the end of the hallway, the door to the storage car lies
        #east# of you, and the rest of the hallway stretches out in
        the opposite direction.
        }
ROOM [sleeper_car_east] %nogo_east% {
        Stepping into the hallway of the sleeper car, you can see
        that all the power has turned on here as well. The door to
        the storage car lies #east# of you, and the rest of the
        hallway stretches out in the opposite direction.
        ^---nogo_east^
        }

GO [west] &sleeper_car_east& {
        [[ROOM(sleeper_car_middle)]]
        }

GO [east] &sleeper_car_east& %bad% {
        The door to the storage car has a sign that reads, "Staff
        Only" and below it, "Note: Do not block door, breaker box
        must be accessible in case of emergency." You open the door
        and gaze into the storage room. Darkness stares back at
        you. With no light to see by, you decide against wandering
        around in the dark.
        }
GO [east] &sleeper_car_east& %bad% $lantern_on$ {
        [[ROOM(storgae_car)]]
        }
GO [east] &sleeper_car_east& %good% {
        [[ROOM(storage_car)]]
        }
```

```
ROOM [storage_car] %bad% {
    Taking a deep breath, you gather your courage and step
    through the doorway. Your lantern casts a halo of light
    around you as you step into the storage room. You can just
    make out the vague outlines of various boxes and trunks,
    and at the back you can see the #breaker# box glinting in
    the lantern light.
    }
ROOM [storage_car] &storage_car& %bad% {
    Your lantern casts a halo of light around you as you step
    into the storage room. You can just make out the vague
    outlines of various boxes and trunks, and at the back you
    can see the #breaker# box glinting in the lantern light.
    }
GO [west] &storage_car& {
    [[ROOM(sleeper_car_east)]]
    }

EXAMINE [breaker] &storage_car& %bad% {
    The outside of the breaker box reads "DANGER: ELECTRICAL
    HAZARD. Authorized Personnel Only." Inside the box sits the
    breaker. It's a large switch and is currently set to OFF.
    }
USE [breaker] &storage_car& %bad% {
    You grab the breaker by the handle and switch it to ON.
    |BREAK|
    *sounds/SFX/breaker_and_light_ON.mp3*
    ^---bad^ ^+++good^
    ^--storage_car^
    ^+++nogo_east^
    ^+++nogo_your_room^
    [[ROOM(storage_car)]]
    }
ROOM [storage_car] %good% {
    The electricity flickers on and overhead lights bathe the
    world around you in a comforting glow. As the darkness
    retreats you feel the lantern in your hand getting lighter
    and, looking down at it, you watch it disappear like a
    distant memory.
```

```
      When the power came on, you could hear the clunk of the
      dining car door unsealing. Looking around, you can now
      clearly see the various boxes and trunks in the storage
      car, and to the #west# lies the door to the sleeper car.
      ^-lantern_on^
      }
ROOM [storage_car] %good% &storage_car& {
      Around you sit various trunks and boxes, to the #west# lies
      the door to the sleeper car.
      }
ROOM [dining_car] {
      To be continued…
      }
ROOM [gameover] {
      You have died.
      }
```

> **Commented [24]:** temporary for the prototype

```
//help
" To see these instructions during the game, type #help#. To
view your inventory, type #inventory#.

You can use the following commands:
      EXAMINE
      USE
      TAKE
      GO
      TALK
For example:
      > examine room
      > take shoes
      > talk to man
      > use mirror
      ...
"
//inventory:
      case empty:
          "You have nothing but the clothes on your back."
      case not-empty:
          "You have:
                <list of items>
```

"