**each\_second:**

Description: Simple condition check triggered every second. You can simulate it by incrementing a variable every iteration and checking its value in a simple if statement.

Result: bool

Example:

   each\_second{ me.var.money ++; }

**isolated\_if:**

Description: this if statement checks only the state of the currently analyzed object.

Result: bool

Example:

isolated\_if( me.var.money > 64 ) {

me.var.money --;

}

**half\_if:**

Description: this if statement inherits functionality of **isolated\_if** and compares currently analyzed object’s state (including constants) to a one specific object at the time.

Result: bool

Examples:

half\_if( me.var.money > you.var.money ) { … }

half\_if( you.var.money == 90 && bob.var.gold < 45 ) { … }

**full\_if:**

Description: this if statement compares constants, currently analyzed object’s state, one specific object or even two different objects in every comparison.

Result: bool

Examples:

full\_if( you.var.money > bob.var.money) { … }

full\_if( me.var.money == 90 && bob.var.gold < jeff.var.diamonds

|| steve.var.cash < patrick.var.bread ) { … }

**first:**

Description: this conditional statement returns the first object

Result: bool

Examples:

half\_if( me.var.money > you.var.money ) { … }

half\_if( you.var.money == 90 && bob.var.gold < 45 ) { … }

last

forall

while

conflicts: next conditionals have to work on updated objects!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!