This is the first of many Logic Simulations you need to pass in order to move up the Military ranks. You are initially supplied with 50 health, but each turn removes 1 health point. Escape the pit and be wary of Dennis.

**Logic Simulation 1**

An Interactive Fiction by Chris Casil

Release 1 / Serial number 150419 / Inform 7 build 6L38 (I6/v6.33 lib 6/12N) SD

**Lobby**

There is a locked door to the South and a locked door to the North, and an opening to a room in the east. You hear snoring to the south.

You can see a South Door, a North Door, a Trumpet, a Letter and Basket (closed) here.

>open basket

You open Basket, revealing a Sandwich.

>eat sandwich

(first taking the Sandwich)

This is delicious. 10 health restored. (Health: 59)

>play trumpet

(first taking the Trumpet)

Playing the trumpet wakes up Dennis.

Dennis takes the trumpet and hits you over the head. You lose 5 health. (Health: 53)

>l

**Lobby**

There is a locked door to the South and a locked door to the North, and an opening to a room in the east.

You can see a South Door, a North Door, a Letter and Basket (empty) here.

>read letter

Dennis has the key.

>e

**Entrance**

There's a ladder that leads to a door on the ceiling.

You can see a Front Door and a Welcome Mat here.

>open door

It seems to be locked.

>climb ladder

I don't think much is to be achieved by that.

>move mat

Moving the Welcome Mat reveals a hole.

>d

**Basement**

You can see Michael here.

>talk to michael

Dennis hides the key to the doors inside one of the walls of the Basement.

>x wall

It seems like you can open this part of the wall.

>open wall

You open the wall, revealing a Room Key and Calvin.

>talk to calvin

Dennis holds the key to the way out of here, but he is strong. you may stand a chance if you find his Knife that is stored in some kind of container. Here's a farewell gift. Calvin mutters a chant under his breath. You gain 10 health. Calvin disappears. (Health: 52)

>take key

Taken.

>u

**Entrance**

There's a ladder that leads to a door on the ceiling. There's a dark hole that leads downwards.

You can see a Front Door and a Welcome Mat here.

>w

**Lobby**

There is a locked door to the South and a locked door to the North, and an opening to a room in the east.

You can see a South Door, a North Door, a Letter and Basket (empty) here.

>unlock north door with key

You unlock the North Door.

>n

(first opening the North Door)

**North Room**

This place resembles a bathroom.

You can see a North Door, Water and a Mirror here.

>drink water

You quench your thirst. 5 health restored. (Health: 51)

>x mirror

Seeing what you become makes you want to break the mirror.

>break mirror

You get cut up from the glass shards. A silver key drops from the top of the Mirror. (Health: 47)

>take key

(the Silver Key)

Taken.

>s

**Lobby**

There is a locked door to the South and a open door to the North, and an opening to a room in the east.

You can see a North Door, a metal safe (closed), a South Door, a Letter and Basket (empty) here.

>open safe with silver key

You unlock the metal safe.

>open safe

You open the metal safe, revealing a Knife.

>take knife

Taken.

>open south door with room key

You unlock the South Door.

>s

(first opening the South Door)

**South Room**

Dennis is looking right at you.

You can see a South Door and Dennis here.

>x dennis

Dennis is angry.

>talk to dennis

Dennis swings at you. (Health: 33)

>kill dennis

You exchange blows with Dennis. You lose 10 health. One more swing should end him (Health: 22)

>kill dennis

You exchange blows with Dennis. You lose 10 health. (Health: 11)

You have 10 health. Time to smartly evaluate your next moves.

\*\*\* You escape the Pit. Logic Simulation 1 : SUCCESS. \*\*\*

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

>

**--------------------------------------2nd playthrough**

This is the first of many Logic Simulations you need to pass in order to move up the Military ranks. You are initially supplied with 50 health, but each turn removes 1 health point. Escape the pit and be wary of Dennis.

**Logic Simulation 1**

An Interactive Fiction by Chris Casil

Release 1 / Serial number 150419 / Inform 7 build 6L38 (I6/v6.33 lib 6/12N) SD

**Lobby**

There is a locked door to the South and a locked door to the North, and an opening to a room in the east. You hear snoring to the south.

You can see a South Door, a North Door, a Trumpet, a Letter and Basket (closed) here.

>open basket

You open Basket, revealing a Sandwich.

>eat sandwich

(first taking the Sandwich)

This is delicious. 10 health restored. (Health: 59)

>e

**Entrance**

There's a ladder that leads to a door on the ceiling.

You can see a Front Door and a Welcome Mat here.

>take mat

Moving the Welcome Mat reveals a hole.

>d

**Basement**

You can see Michael here.

>talk to michael

Dennis hides the key to the doors inside one of the walls of the Basement.

>x wall

It seems like you can open this part of the wall.

>open wall

You open the wall, revealing a Room Key and Calvin.

>kill calvin

He curses you and disappears. You lose 5 health. (Health: 52)

>take key

Taken.

>kill michael

You notice his missing arm and feel sorry for him.

>take michael

I don't suppose Michael would care for that.

>u

**Entrance**

There's a ladder that leads to a door on the ceiling. There's a dark hole that leads downwards.

You can see a Front Door here.

>w

**Lobby**

There is a locked door to the South and a locked door to the North, and an opening to a room in the east. You hear snoring to the south.

You can see a South Door, a North Door, a Trumpet, a Letter and Basket (empty) here.

>open north door with room key

You unlock the North Door.

>n

(first opening the North Door)

**North Room**

This place resembles a bathroom.

You can see a North Door, Water and a Mirror here.

>x water

Seems to be drinkable.

>drink water

You quench your thirst. 5 health restored. (Health: 43)

>break mirror

You get cut up from the glass shards. A silver key drops from the top of the Mirror. (Health: 40)

>take key

(the Silver Key)

Taken.

>s

**Lobby**

There is a locked door to the South and a open door to the North, and an opening to a room in the east. You hear snoring to the south.

You can see a North Door, a metal safe (closed), a South Door, a Trumpet, a Letter and Basket (empty) here.

>open south door with room key

You unlock the South Door.

>s

(first opening the South Door)

**South Room**

He's sleeping.

You can see a South Door and Dennis here.

>x dennis

Let him sleep.

>kill dennis

You lunge at him, but he takes no damage.

He wakes up and is now enraged.

>kill dennis

You lunge at him, but he takes no damage.

Dennis slams you to a wall. You lose 10 health. (Health: 23).

>talk to dennis

Dennis swings at you. (Health: 17)

>n

**Lobby**

There is a open door to the South and a open door to the North, and an opening to a room in the east.

You can see a South Door, a North Door, a metal safe (closed), a Trumpet, a Letter and Basket (empty) here.

>open safe with silver key

You unlock the metal safe.

>open safe

You open the metal safe, revealing a Knife.

>take knife

Taken.

>s

**South Room**

Dennis is looking right at you.

You can see a South Door and Dennis here.

>kill dennis

You exchange blows with Dennis. You lose 10 health. One more swing should end him (Health: 1)

You have 0 health. Time to smartly evaluate your next moves.

>kill dennis

You exchange blows with Dennis. You lose 10 health. (Health: -10)

\*\*\* Health is below 0. You have failed the Simulation \*\*\*

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

>