

## A bar

### The Bar

You sit at the bar.

You're meeting a friend - they're late.

```
(if: $missedphone)[Your phone stopped ringing]
```

```
(if: not $missedphone)[Your phone is [[ringing]]]
```

Your [[ex]] is here with one other [[friend]].

The [[bartender]] is watching the [[football]].

```
(if: $strangerignore)[ ]
```

```
(if: not $strangerignore)[A [[stranger]] is watching you from across the bar.]
```

```
(if: ($ex is true) and ($friend is true) and ($rung is true) and ($football is true))[You feel your phone [[buzz]]]
```

```
(if: $strangerround2)[A [[stranger->strangerround2]] is watching you from across the bar. They look familiar.]
```

```
(if: not $strangerround2)[ ]
```

```
(if: $drinks < 1)[You're as sober as the bar is sticky.]
```

```
(else-if: $drinks is 2)[You feel a little tipsy. That perfect level of drunk where you feel a slight buzz, but are still perfectly conscious of your surroundings.]
```

```
(else-if: $drinks is 1)[You feel barely tipsy.]
```

```
(else-if: $drinks is 3)[You're drunk. It feels good.]
```

```
(else-if: $drinks is 4)[You're drunk. It feels good.]
```

```
(else-if: $drinks is > 4)[You might want to (cycling-link: "slow down", "take it easy", "stop", "speed up") on the drinks.]
```

**ex**

```
(cycling-link: bind $sexgender, "He looks", "She looks", "They look") (cycling-link:
"happy", "sad", "scared", "happy", "sad", "happy", "sad", "happy", "sad", "happy",
"sad", "happy", "sad", "happy", "sad", "happy", "sad", "happy", "sad", "happy",
"sad", "happy", "sad", "happy", "sad")
```

You're still friendly with them, but you still wish they found somewhere else to drink.

```
[[look away->The Bar]]
(set: $strangerignore to true)
(set: $sex to true)
```

---

**friend**

```
(if: $drinks <1)[They've always been a little strange.]
(else-if: $drinks >1)[A bit of a misfit. So are you.]
(else-if: $drinks is 1)[They've always been a little strange, but you've found that
interesting.]
(set: $strangerignore to true)
```

```
[[look away->The Bar]]
(set: $friend to true)
```

---

**bartender**

It's quiet for a Thursday. They look bored.

```
[[look away->The Bar]]
[[Order a drink]]

(set: $bartender to true)
```

---

**football**

You stare at the television.

[[look away->The Bar]]

(set: \$strangerignore to true)

(set: \$football to true)

---

### ringing

You answer.

Before you have time to say hello you hear:

"I'm sorry I'm running late, be there soon.

\*click\*

They hang-up.

[[Great.->The Bar]]

(set: \$strangerignore to true)

(set: \$missedphone to true)

(set: \$rung to true)

---

### Order a drink

You flag down the bartender and order (cycling-link: bind \$drink3, "a pint", "the house red", "a gin and tonic", "whatever is cheapest and strongest").

[[Order.->The Bar]]

(set: \$strangerignore to true)

(set: num-type \$drinks to \$drinks + 1)

---

### pre room

Thursday, 7:29pm.

You're meeting some friends at your local bar. They're late.

Last time you were here you had a few too many drinks, and said a few too many

silly things. You hope you don't repeat your mistakes again, but who knows what will happen after the fun starts.

[[Begin.->The Bar]]

(set: \$missedphone to false)  
(set: \$strangerignore to false)  
(set: \$stranger2 to false)  
(set: \$rung to false)  
(set: \$strangerround2 to false)  
(set: \$someonee to false)  
(set: \$friend2 to false)  
(set: \$ex3 to false)  
(set: \$someonemad to false)  
(set: \$someoneglad to false)  
(set: \$someoneneutral to false)  
(set: \$someone3 to false)  
(set: \$notepad to false)  
(set: \$friend3 to false)  
(set: \$friends5 to false)  
(set: \$friend5 to false)  
(set: \$ex5 to false)  
(set: \$friend4 to false)  
(set: num-type \$drinks to \$drinks 0)

---

### **stranger**

They divert their (text-colour:red)[gaze]  
[[look away->The Bar]]

---

### **bar2**

It is 8:00pm now.

You sit at the bar. More people have entered, some have left.

The [[bartender->bartender2]] continues to watch the football.

Your ex has gone to the [[bathroom]]. Their [[friend-> friend2]] is drawing shapes

on the table with spilt beer.

(if: \$someonee is false)[[Someone]] is now sitting two seats over from you at the bar.]

A [[stranger->stranger2]] continues to watch you

(if: (\$stranger2 is true) and (\$someonee is true))[You feel another [[buzz->buzz3]] in your pocket]

(if: \$drinks <1)[]  
(else-if: \$drinks is 2)[You feel a little tipsy. That perfect level of drunk where you feel a slight buzz, but are still perfectly conscious of your surroundings.]  
(else-if: \$drinks is 1)[You feel barely tipsy.]  
(else-if: \$drinks is 3)[You're drunk. It feels good.]  
(else-if: \$drinks is 4)[You're drunk. It feels good.]  
(else-if: \$drinks is > 4)[You might want to (cycling-link: "slow down", "take it easy", "stop", "speed up") on the drinks.]

---

## **bathroom**

You don't want to follow them in.

[[I do]]

[[look away->bar2]]

---

## **I do**

You don't. Trust me.

May as well have some [[fun]] before my friend arrives.

[[look away->bar2]]

**fun**

If you wanted that type of fun you would have stayed home.

[[look away->bar2]]

---

**bartender2**

They still look bored.

[[look away->bar2]]

[[Order a drink->order2]]

---

**order2**

You flag down the bartender and order (cycling-link: bind \$drink3, "a pint", "the house red", "a gin and tonic", "whatever is cheapest and strongest", "a shot of tequilla")

(set: num-type \$drinks to \$drinks + 1)

[[order.->bar2]]

---

**stranger2**

You feel (text-colour:red)[fear].

[[Divert your gaze->bar2]].

[[Lock eyes]].

(set: \$stranger2 to true)

---

**Lock eyes**

Your heart sinks.

Was this the same person from before?

They continue to stare at you.

[[Divert your gaze->bar2]].

[[Stare back]]

---

### **buzz**

It's a message from your other friend.

Hey,

My (cycling-link: "bus", "tram", "train") is delayed.

Be there soon, promise!

You return your attention to the [[bar->bar2]].

---

### **Stare back**

Your breathe feels (text-colour:red)[tight] in your throat.

They haven't moved, but it feels as if they are getting (text-colour:red)[closer].

They tilt their head in curiosity, almost as if they are suprised that you can see them.

They continue to (text-colour:red)[stare].

[[Divert your gaze->bar2]].

[[Tilt your head back at them]]

[[Approach them->Approach them 2]]

---

### **Tilt your head back at them**

You can't see their face, but you get the impression they're smiling.

The woman next to you knocks over her drink, spilling some of it on your lap.

You turn to her.

"Do you [[mind?"]]

"You foul-smelling, grog-swilling [[pig!->mind2]]  
[[Attack her]]

---

### **Approach them**

Wrong move, you think, as the world goes black around you.

[[Wake-up]]

(set: \$missedphone to false)  
(set: \$strangerignore to false)  
(set: \$stranger2 to false)  
(set: \$rung to false)  
(set: \$strangerignore to true)  
(set: \$strangerround2 to true)

---

### **Wake-up**

You're back at your apartment.

The sun is still up.

How did you get here?

You feel your phone [[buzz->buzzL]]

---

### **mind?"**

"Omg, I'm so sorry."

She apologises and offers to buy you a drink.

[[Accept->omgdrink]]

[[Don't worry about it]]

(set: \$stranger2 to true)

---

### **mind2**

Where did that come from?



"Omg, I'm so sorry."

She apologises and offers to buy you a drink.

[[Accept->omgdrink]]

[[Don't worry about it]]

(set: \$stranger2 to true)

---

### **Attack her**

You picture a world in which you are brazen enough to attack a drunk woman for wetting your lap.

Instead, you glare at her. You will think of something witty to say in the shower.

She apologises and offers to buy you a drink.

[[Accept->omgdrink]]

[[Don't worry about it]]

(set: \$stranger2 to true)

---

### **omgdrink**

You accept her apology.

"Thanks. Could I grab (cycling-link: "a pint", "the house red", "a gin and tonic", "whatever is cheapest and strongest", "A medium dry vodka martini, lemon peel. Shaken, not stirred").

You can no longer see the stranger.

[[Revert your attention back to the bar->bar2]]

(set: num-type \$drinks to \$drinks + 1)

---

### **Don't worry about it**

You pass.

You can no longer see the stranger.

[[Revert your attention back to the bar->bar2]]

---

**test**

It is is (text-colour:red)[late]

You sit at the bar.

The [[bartender->bartender2]] is staring blankly at a static tv screen.

Someone is sitting next to you at the [[bar->!@#]]

You can see the [[stranger's->stranger2&\*%]] hands slowly shake.

(set: num-type \$drinks to \$drinks + 1)

---

!@#

(set: num-type \$drinks to \$drinks + 1)

(if: \$drinks is <5)[lala

(if: \$drinks is <10)[lala]

la

(if: \$drinks is 1)[lool]

la

]

---

**stranger2&\*%**

Double-click this passage to edit it.

---

**Approach them 2**

They put out their hand, motioning for you to go no further.

[[Decide against confronting them->bar2]]

[[Stare at me and you get what's coming.->Approach them]]

---

**buzzL**

It's a message.

"I'll see you at 7.30. Just finishing off an assignment, I'll be there soon."

That's right, you have somewhere to be.

Better get [[moving->The Bar]]

---

**strangerround2**

They look familiar. You don't know why.

[[look away->The Bar]]

---

**Someone**

They smile when they see you looking at them.

Their (cycling-link: bind \$someone, "slender", "plump", "bony", "festering", "willowy", "fleshy", "sylphlike") hands are laid out flat on the bar, as if they are meditating.

[You raise your glass at [[them->raiseglass]]]

[[ "Creep." ]]

(if: \$drinks is <3)[[ "You come her often,"->sweetcheeks]] you say, with a wink.]

(else-if: \$drinks is >2)[[ "How yu doing, sweetcheeks," you say, blowing a kiss in their direction.->sweetcheeks]]]

[[look away->bar2]]

(set: \$someonee to true)

---

### **sweetcheeks**

They sigh.

You see as they slowly raise one of their \$someonee hands off of the bar and give you a polite wave. They then return to meditating, no longer paying you any mind.

[[look away->bar2]]

(set: \$someoneneutral to true)

---

### **raiseglass**

They slowly peel one of their \$someone hands off of the bar, reach for their drink, and raise their glass back at you.

They then take a sip, and turn back round, no longer paying you any mind.

[[look away->bar2]]

(set: \$someoneglad to true)

---

### **buzz3**

Another message from your friend.

"Hey, where are you? I'm at the bar and don't see you anywhere.

I tried to call but I couldn't get through.

Let me know when you get this message."

You look around and can't see them. It's not busy enough for their entrance to go unnoticed.

You try phoning them but they're right, you can't get through. You type out a message instead.

"I'm here at (cycling-link: "542 Little Bourke St", "12 Nevermark Ln", "366 Goldie Pl", "6 Heape Crt", "106 Finlay Alley", ), where you said to meet. There's some creep staring at me, so hurry up and get here."

You return your attention to the [[bar->bar3]].

---

### bar3

(if: \$time is 0)[It is is getting closer to 9:00pm.] (if: \$time is 1)[It is exactly 9pm.]

You sit at the bar. The crowd has thinned out some more.

The [[bartender->bartender3]] is wiping down the bar.

Your [[ex->ex3]] is yet to come back from the bathroom, their [[friend->friend2]] seems to be playing rock paper scissors with themselves.

(if: (\$friend2 is true) and (\$ex3 is true) and (\$someoneglad is true))[You feel a \$someone [[hand]] tap you on the shoulder.] (if: (\$friend2 is true) and (\$ex3 is true) and (\$someonemad is true))[You feel a \$someone [[hand->hand2]] tap you on the shoulder.](if: (\$friend2 is true) and (\$ex3 is true) and (\$someoneneutral is true)) [You feel a \$someone [[hand->hand3]] tap you on the shoulder.]

(if: \$notepad is true)[]

```
(if: $drinks <1)[]  
(else-if: $drinks is 2)[You feel a little tipsy. That perfect level of drunk where  
you feel a slight buzz, but are still perfectly conscious of your surroundings.]  
(else-if: $drinks is 1)[You feel barely tipsy.]  
(else-if: $drinks is 3)[You're drunk. It feels good. You might be prone to the  
occasional slurring of words.]  
(else-if: $drinks is 4)[You're drunk. It feels good. You might be prone to the  
occasional slurring of words.]  
(else-if: $drinks is 5)[You might want to (cycling-link: "slow down", "take it  
easy", "stop", "speed up") on the drinks.]  
(else-if: $drinks is > 5)[You feel so fucking drunk that you don't know if you can  
move.]
```

---

### **order3**

You flag down the bartender and order (cycling-link: bind \$drink3, "a pint", "the  
house red", "a gin and tonic", "whatever is cheapest and strongest", "a  
Manhattan").

```
(if: $drinks <1)["I didn't think you were ever going to order."]  
(else-if: $drinks is 2)["Have you tried our Manhattans? They're good and it'll give  
me something to do."]  
(else-if: $drinks is 1)["You'd been nursing that one for a while."]  
(else-if: $drinks is 3)["Are you just gonna sit here and drink all night?"]  
(else-if: $drinks is 4)["Are you just gonna sit here and drink all night?"]  
(else-if: $drinks is > 4)[The bartender doesn't seem to notice that you're starting  
to slur your words.]
```

```
[[Order.->bar3]]
```

```
(set: num-type $drinks to $drinks + 1)
```

---

**ex3**

```
(if: $exgender is "He looks") [He's] (if: $exgender is "She looks") [She's] (if:
$exgender is "They look") [They're] probably (cycling-link: bind $exfeel, "throwing-
up", "doing lines", "dead", "fucking", "passed-out", "crying", ).
```

```
[[Look away->bar3]]
```

```
(set: $ex3 to true)
```

---

**friend2**

```
*Paper*, *scissors*, *paper*, *scissors*, *rock*, *rock*, *rock*, *rock*, *rock*,
*scissors*, *paper*, *rock*
```

On and on and on.

```
[[Look away->bar3]]
```

```
(set: $friend2 to true)
```

---

**bartender3**

They still look bored, but are now methodically wiping down the bar.

```
[[Order a drink->order3]]
```

```
[[look away->bar3]]
```

---

**hand**

"I don't normally do this, but the only trust worthy person here is (text-colour:red)[them]," the stranger says, pointing at your ex's table. "Don't forget it."

[[ "Uh, thanks." ]]

---

### testing room

[[Open door->The Bar]]

[[bar4]]

(set: \$missedphone to true)

(set: \$strangerignore to true)

(set: \$stranger2 to true)

(set: \$rung to true)

(set: \$strangerround2 to true)

(set: \$someonee to false)

(set: \$friend2 to true)

(set: \$ex3 to true)

(set: \$rung to true)

(set: \$football to true)

(set: \$friend to true)

(set: \$ex to true)

(set: \$someonemad to true)

(set: \$someoneglad to true)

(set: \$someoneneutral to true)

(set: \$notepad to true)

(set: \$friends5 to false)

---

### hand2

"I don't normally do this, but if I were you, I wouldn't trust anyone not carrying the occasional stone."

[[ "Uh, thanks." ]]

[[ "That makes no sense." ]]

[[ "Shut it, nerd."->If I were you, I'd keep my hands, and business, to myself." ]]



---

**"Uh, thanks."**

You see a tinge of satisfaction in their (cycling-link: bind \$someoneeyes, "beady", "cat-like", "bloodshot", "swirling", "bug-like", "bulging", "gooey", "weeping", "motionless") eyes.

They pull out a small notepad, write something in it, and begin to walk away.

[[Glimpse notepad]]

(set: \$someone3 to true)

(set: \$someoneglad to true)

---

### **Glimpse notepad**

It's a list.

You barely have time to turn your head before the notepad is out of view.

You glimpse the:

[[First third]].

[[Middle third]].

[[Last third]].

(set: \$notepad to true)

(set: num-type \$time to \$time + 1)

---

### **First third**

\* 10pm

\* Don't make friends

\* Don't make friends

\* Don't make friends

\* Don't make friends

\* Don't make friends

\* Don't make friends

- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends

The notepad is out of view before you can finish reading.

[[Look away->AHH]]

---

### **Middle third**

- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Don't make friends
- \* Obscure vision

The notepad is out of view before you can finish reading.

[[Look away->AHH]]

---

### **Last third**

- \* Don't make friends
- \* Dismiss shroud
- \* Don't make friends
- \* Intergrate
- \* Don't make friends

(if: \$someoneglad is true)[\* Help friendly one] (if: \$someonemad is true)[Check on lonely one](if: \$someoneneutral is true)[Decide fate of friendly one]

The last thing on the list is what they must have just written down.

[[Look away->AHH]]

---

**"That makes no sense."**

You see a tinge of remorse in their (cycling-link: bind \$someoneeyes, "beady", "cat-like", "bloodshot", "swirling", "bug-like", "bulging", "gooey", "weeping", "motionless") eyes.

They pull out a small notepad, write something in it and begin to walk away.

[[Glimpse notepad]]

(set: \$someone3 to true)

(set: \$someoneneutral to true)

---

**If I were you, I'd keep my hands, and business, to myself."**

You see regret in their (cycling-link: bind \$someoneeyes, "beady", "cat-like", "bloodshot", "swirling", "bug-like", "bulging", "gooey", "weeping", "motionless") eyes.

They pull out a small notepad, write something in it and begin to walk away.

[[Glimpse notepad]]

(set: \$someone3 to true)

(set: \$someonemad to true)

---

**[ Someone**

Double-click this passage to edit it.

---

**bar4**

```
(if: $time is 0)[It is is getting closer to 9:00pm.](if: $time is 1)[It is exactly
9:00pm.](if: $time is 2)[It's 9:05pm.](if: $time is 3)[It is 9:10pm.](if: $time is
4)[It is 9:15pm.](if: $time is 5)[It is 9:20pm.](if: $time is 6)[It is 9:15pm.](if:
$time is 7)[It is 9:15pm.](if: $time is 8)[It is 9:25pm.](if: $time is 9)[It is
9:30pm.](if: $time is 10)[It is 9:35pm.](if: $time is 11)[It is 9:40pm.](if: $time
is 12)[It is 9:45pm.](if: $time is 13)[It is 9:50pm.](if: $time is 14)[It is
9:55pm.](if: $time is 15)[It is (text-colour:red)[10:00pm].]
(if: $time is <15)[
(if: $confused is true)[You open your eyes and look around. Nobody seems to have
reacted to your attempt at screaming; it's as if nothing has happened at all.](if:
$confusedno is true)[You open your eyes and look around. The stranger and their
$someoneeyes eyes are gone. Nobody seems to have noticed them confront you.](if:
$confused is false)[You sit at the bar.]
```

The [[bartender->bartender4]] is staring blankly at a static tv screen.

```
(if: $friends5 is false)[Your two [[friends]] are sitting next to you at the bar,
conversing.]
```

The [[stranger->stranger4]] is back. You can see their hands slowly shake.

```
(if: $ex5 is false)[Your [[ex->ex4]] is back back from the bathroom.](if: $friend5
is false)[Their [[friend->friend4]] is still playing rock paper scissors with
themselves.]
```

```
(if: $time is > 5)[You feel a familiar [[someone->someone5]] finger stab you in
the flesh between your shoulder and armpit.]
```

```
[[Leave the bar]]
```

```
(if: $drinks <1)[]
(else-if: $drinks is 2)[You feel a little tipsy. That perfect level of drunk where
you feel a slight buzz, but are still perfectly conscious of your surroundings.]
(else-if: $drinks is 1)[You feel barely tipsy.](else-if: $drinks is 3)[You're
drunk. It feels good. You might be prone to the occasional slurring of words.]
(else-if: $drinks is 4)[You're drunk. It feels good. You might be prone to the
occasional slurring of words.](else-if: $drinks is 5)[You might want to (cycling-
link: "slow down", "take it easy", "stop", "speed up") on the drinks.](else-if:
$drinks is > 5)[You feel so fucking drunk that you don't know if you can move.]
```

```
(else-if: $drinks is > 8)[[You need to throw-up]]
```

```
]
```

```
(if: $time is > 14)[You feel a lump in your [[throat]]]
```

---

#### **bartender4**

The screen rumbles as they stare into it with dull eyes.

```
[[Order a drink->order4]]
```

```
[[look away->bar4]]
```

---

#### **ex4**

(if: \$sexgender is "He looks")[He](if: \$sexgender is "She looks")[She](if: \$sexgender is "They look")[They] (if: \$sexfeel is "throwing-up")[must have been throwing up. You see the vomited caked to their jumper, wet like (if: \$sexgender is "He looks") [he's](if: \$sexgender is "She looks") [she's](if: \$sexgender is "They look") [they've] been trying to rub it off. They did a bad job of it.](if: \$sexfeel is "doing lines") [must have been enjoying a few nose beers. You see it in their eyes.](if: \$sexfeel is "dead") [must have just come back from the grave. Their body looks cold and lifeless](if: \$sexfeel is "fucking") [must have been partaking in some sensual exercise. They look sweaty. And disgusting.](if: \$sexfeel is "passed-out") [must have just come back from an accidental nap. They look painfully drunk](if: \$sexfeel is "crying") [must have been crying in there, you don't know why. Maybe it's because of you. Maybe it's not.]

You haven't spoken to (if: \$sexgender is "He looks") [him](if: \$sexgender is "She looks") [her](if: \$sexgender is "They look") [them] all night.

```
[[Approach them->ex4.5]]
```

```
[[Look away->bar4]]
```

```
(set: num-type $time to $time + 1)
(set: $ex5 to true)
```

---

**friend4**

```
*Rock*, *rock*, *paper*, *scissors*, *paper*, *scissors*, *scissors*, *scissors*,
*paper*, *rock*, *paper*, *rock*
```

On and on and on.

```
(if: $drinks is < 3)[["Hey buddy, what are you doing here?"->friend4q]](if: $drinks
is 3)[["Okay, what the fuck are you doing?"->friend4q]](if: $drinks is 4)[["Paper
scissors stop."->friend4q2]](if: $drinks is > 5)[["Wht ar yu doing idyit?"]]
```

```
[[Look away->bar4]]
(set: num-type $time to $time + 1)
(set: $friend5 to true)
```

---

**AHH**

You turn back around, expecting to see the bartender, but are instead startled by a pair of \$someoneeyes eyes centimetres from your face.

"You shouldn't have seen (text-colour:red)[that]."

```
[[ "AHHH" ]]
[[ "I'm Sorry" ]]
```

---

**"I'm Sorry"**

"Good."

They tap you on the head and the world goes dark.

```
[[Open eyes->bar4]]
```

```
(set: $confusedno to true)
```

---

**"AHHH"**

You (text-colour:red)[try] to scream but nothing comes out.

[[Scream harder]].

(set: \$confused to true)

---

### **Scream harder**

You scream so hard that the whole world goes dark.

[[Open eyes->bar4]]

---

### **stranger4**

"It's almost time."

[[look away->bar4]]

(set: num-type \$time to \$time + 1)

---

### **order4**

Their eyes return with life as you get their attention.

"Another \$drink3?"

They sound robotic, like they've rehearsed this line. But poorly.

You order (cycling-link: bind \$drink3, "a pint", "the house red", "a gin and tonic", "whatever is cheapest and strongest", "a Manhattan").

[[Order->bar4]]

(set: num-type \$time to \$time + 1)

---

### **friends**

They talk amongst themselves, as if they have been here the whole time.

```
(if: $drinks is < 3)[["What's going on? How did you get here?!"->friends3]]
(if: $drinks is < 3)[["What? When? How?"->friends3]]
(if: $drinks is 3)[["What's going on? Wher did you come froom??->friends3]]
(if: $drinks is 3)[["Is this the real liife? Wher, how?->friends3]]
(if: $drinks is 4)[["Wher the fuck did you come from???->friends2]]
(if: $drinks is 4)[["Fuuuck off. When did you get here???->friends2]]
(if: $drinks is > 5)[["Whr th FUCK hv yu too bin?"->friends2]]
(if: $drinks is > 5)[["Wharts going onnnn?"->friends2]]
(set: num-type $time to $time + 1)
(set: $friends5 to true)
```

---

## friends2

"Haha when did you get so drunk? We've been here the whole time ya (cycling-link: bind \$insult, "silly goose", "big bozo", "goon", "insect", "smooth brain", "egg", "ninny", "dingbat", "doofus", "jabroni", "piece of literal dirt", "dumb dumb")"

```
[["Dnt call me thayt"-"Don't call me that."]]
[["Whts gn on?"-"What's going on?"]]
[["Stp fucking wth ME"-"Stop fucking with me."]]
```

---

## "Wht ar yu doing idyit?"

They slowly look up, pausing their game with themselves.

```
[["Whatt ar you doing the rok thing forrr"]]
```

---

## friend4q

"Passing the time, it's almost 10 afterall."

```
[["Why?"->frindwhy]]
```

---

## "Whatt ar you doing the rok thing forrr"



"I'm counting the time until 10."

[[ "That's stoopid."->stupid]]

[[ "Why?"->why]]

---

### **friend4q2**

They slowly look up, pausing their game with themselves, smiling at your joke.

"I'm just passing the time, it's almost 10 afterall."

[[Why?->frindwhy]]

---

### **friend2**

You can't see exactly what they're drawing, but they're very invested in it.

[[Get their attention]]

[[Look away->bar2]]

---

### **Get their attention**

You wave at them and they look up, confused to see you here.

They mime covering their eyes with their hands, shielding themselves from your gaze. Strange.

[[Look away->bar2]]

(set: \$friend3 to true)

---

### **why**

(if: \$friend3 is true)[They once again mime covering their eyes with their hands. Blocking out the outside world.] (if: \$friend3 is false)[They mime covering their eyes with their hands. Like a baby playing peekaboo.]

They stay like this until you walk away.

```
(set: $friend2 to true)
```

```
[[Walk away->bar4]]
```

---

### **stupid**

They shrug, and continue their game.

As you walk away you see them mime covering their eyes with their hands. Like a baby playing peekaboo.

```
[[Walk away->bar4]]
```

---

### **friends3**

We've been here the whole time ya (cycling-link: bind \$insult, "silly goose", "big bozo", "goon", "fucking insect", "smooth brain", "egg", "ninny", "dingbat", "doofus", "jabroni", "piece of literal shit", "dumb dumb")"

```
["Don't call me that."]]
```

```
["What's going on?"]]
```

```
["Stop fucking with me."]]
```

---

### **"What's going on?"**

They sigh in unison.

"Because we're friends, and we want you to leave us alone, we'll tell you. When it gets to 10, hold your breath, something is happening tonight and we're all in the middle of it."

They turn towards eachother again, speaking and laughing like you don't exist.

As if you're not you, or they aren't them.

[[Look away->bar4]]

---

**"Stop fucking with me."**

Their expressions (text-colour:red)[change].

"That's no way to treat a friend," they say in unison.

["Just tell me what's going on."]]

["I'm sorry."]]

---

**"Don't call me that."**

Their expressions (text-colour:red)[change].

"We'll call you exactly what we want to call you," they say in unison.

["Just tell me what's going on."]]

["I'm sorry."]]

---

**"Just tell me what's going on."**

They sigh in unison.

"Because we're friends, and we want you to leave us alone, we'll tell you. When it gets to 10, hold your breath, something is happening tonight and we're all in the middle of it."

They turn towards eachother again, speaking and laughing like you don't exist.

As if you're not you, or they aren't them.

[[Look away->bar4]]

---

**"I'm sorry."**

They nod in unison.

"Because we're friends, and we want you to leave us alone, we'll tell you. When it gets to 10, hold your breath, something is happening tonight and we're all in the middle of it."

They turn towards eachother again, speaking and laughing like you don't exist.

As if you're not you, or they aren't them.

[[Look away->bar4]]

---

### **frindwhy**

(if: \$friend3 is true)[They once again mime covering their eyes with their hands. Blocking out the outside world.] (if: \$friend3 is false)[They mime covering their eyes with their hands. Like a baby playing peekaboo.]

"Keep it in mind," they say, eyes still covered.

Their attention slowly wanes and eventually they turn back to their game of paper, scissors, rock.

[[Walk away->bar4]]

---

### **ex4.5**

You approach (if: \$sexgender is "He looks")[him](if: \$sexgender is "She looks")[her] (if: \$sexgender is "They look")[them].

"Whatever you think I've been up to, you're wrong."

(if: \$drinks is < 3)[["Damn, I thought I nailed it."->ex5.5]](if: \$drinks is 3) [["You were \$sexfeel and I KNOW it."->ex5.5]](if: \$drinks is 4)[["You telling me you weren't \$sexfeel ?"->ex5.6]](if: \$drinks is > 5)[["Narh I read yu lyk a book matey"->ex5.6]]

---

### **someone5**

```
(if: ($someoneglad is true))["Where'd you go? I've been looking for you."] (if:
($someonemad is true))[I thought I'd got rid of you.](if: ($someoneneutral is
true))[I thought I'd find you here.]
```

```
(if: ($someoneglad is true))[(if: $drinks <3)[["What? I've been here the whole
time."->glad4]][[
"I woke up and I was here, I haven't moved. What's going on?->glad4]]](if: $drinks
is 3)[["Huh? I haven't mooved?->glad4]][[
"Whaaat is happening"->glad4]](if: $drinks is >3)[["Whaat are yu saying? I haven't
mooved?->glad4]][[
"Huhh? I woked up here. whaats happening?->glad4]]]
(if: ($someonemad is true))[(if: $drinks <3)[["Looks like you were wrong, bucko."-
>mad4]](if: $drinks is 3)[["Thought wroong huh little buddy?->mad4]](if: $drinks
is >3)[["Fuckoff mayte, styll here arren't I?->mad4]]]
(if: ($someoneneutral is true))[(if: $drinks <3)[["Where else would I be?->neut]]
(if: $drinks is 3)[["Huh? I've bin here alll night."->neut]](if: $drinks is >3)
[["Welll don't have anywhr else to goo huh?->neut]]]
```

---

**"Creep."**

Their smile fades.

They peel one of their \$someonee hands off of the bar and reach for their drink, no longer paying you any mind.

```
[[look away->bar2]]
```

```
(set: $someonemad to true)
```

---

**hand3**

"I don't normally do this, but if I were you, I wouldn't trust anyone not carrying the occasional stone."

```
["Uh, thanks."]]
```

```
["That makes no sense."]]
```

```
["Shut it, nerd."->If I were you, I'd keep my hands, and business, to myself."]]
```

**glad4**

"Yes, of course." They curl their hand into a fist and hold it up at you. "I can't tell you what's going on, but remember," they say, shaking their fist once in your direction.

"Maybe we can be friends if we get out of this."

[[Sure.->glad5]]

[[Absolutely not->glad5]]

---

**mad4**

"I'm not sure why I'm wasting my time on (cycling-link: "an insect","a worm", "ant", "the dirt beneath my boot" )

(if: \$drinks <3)[["Maybe cause you've got the hots for me"->mad5]](if: \$drinks is 3)[["Boohoo."->mad5]](if: \$drinks >3)[["Why am I wayyusting my time on a CREEP->mad5]]

---

**neut**

"Yes, of course."

They curl their hand into a fist and hold it up at you. "I can't tell you what's going on, but remember," they say, shaking their fist once in your direction.

"Maybe one day, if you work on your manners, we can be friends if we get out of this."

[[ "Sure."->neut5]]

[[ "Absolutely not."->neut5]]

---

**ex5.5**

"Want to know what I've really been up to?"

[[ "No, I'm too busy figuring out what the fuck is going on in this bar"->bar4]]

```
[[ "Spit it out, I don't have time to spare" -> ex6 ]]  
[[ "Yes." -> ex6 ]]
```

---

**ex5.6**

"Want to know what I've really been up to?"

```
[[ "Just farkoff, I don't car." -> bar4 ]]  
[[ "Yers." -> ex6 ]]
```

---

**ex6**

"Something is going on tonight, and I had to get to the bottom of it."

```
[[ Get over yourself, I've got other things to deal with. -> bar4 ]] (Return to your  
seat)  
[[ Go on. -> ex7 ]]
```

```
(set: num-type $time to $time + 1)
```

---

**ex7**

"All you need to know is, when it's time, the noise is what does it."

```
[[ "Great, more useless advice." -> bar4 ]]  
[[ "Thanks." -> bar4 ]]
```

```
(set: num-type $time to $time + 1)
```

---

**Leave the bar**

Fuck this, you think, as you get up and leave.

```
[[ Open bar door ]]  
[[ Return to seat -> bar4 ]]
```

```
(set: num-type $time to $time + 1)  
(set: num-type $leave to $leave + 1)
```

---

**Open bar door**

```
(if: $leave is 1)[The [[door handle->handle2]] feels defiant in your hand](if:
$leave is 2)[The [[door handle->handle2]] feels hot to the touch](if: $leave is 3)
[The [[door handle->handle2]] feels cold to the touch](if: $leave is 4)[The [[door
handle->handle2]] vibrates as you touch it](if: $leave is > 4)[The [[door handle-
>handle5]] feels light in your hand]
```

---

**handle2**

The door handle rejects your patronage. You rattle it, and it rattles back. You look down at your hand and see a familiar sight. Your hand no longer clasps the door handle, but is fitted snugly around (if: \$drink3 is "a pint")[the remnants of your pint](if: \$drink3 is "the house red")[an almost empty glass of red wine](if: \$drink3 is "a gin and tonic")[a warm gin and tonic](if: \$drink3 is "whatever is cheapest and strongest")[a shot of cheap, shitty vodka](if: \$drink3 is "a manhattan")[a poorly made cocktail]

[[Look away->bar4]]

---

**handle5**

Freedom, you think, as the handle accepts your wish to leave, and you find yourself free of that horrible, horrible place.

You [[exit->happybar]] through the door and see a familiar sight.

---

**happybar**

You sit at a bar.

You're meeting a friend - they've just arrived. Finally.

Your ex is here with one other friend.

The bartender is watching the football.



Something suggests that it's going to be a good night.

Compared to how it could go, anyway.

---

### **You need to throw-up**

You throw up, and up, and up. All over the bar, the strangers, your ex, yourself.  
Like a disgusting waterfountain.

You won't be forgiven.

[[bar5]]

---

### **throat**

You feel a vibration in your skull, like a cacophny of insects are trapped inside your very cranium. It gets louder and louder until it is the only noise in the entire world and you know that if it does not stop then you will surely cease to exist here in this bar

You must act.

[[Block your ears->bar5]]  
[[Curl up in a ball->bar5]]  
[[Smash the bar->bar5]]  
[[Cover your mouth->bar5]]  
[[Scream->bar5]]  
[[Hide your eyes->happybar]]  
[[Cry->bar5]]  
(if: \$drinks > 4)[[Do a little jig->bar5]]  
[[Tear at your skin->bar5]]  
[[Hold your breathe->bar5]]

---

### **Block your ears**

Double-click this passage to edit it.

---

**bar5**

It is is (text-colour:red)[late]

You sit at the bar.

The bartender is staring blankly at a static tv screen, drool pooling out of their gaping mouth.

Someone is sitting next to you at the bar, their \$someone hand glumly tapping the wood in front of them.

You can see the stranger pacing up and down the length of the bar.

Your ex is missing, so is their friend

The other patrons that make up the bar are completely still.

And so are (text-colour:red)[you].

---

**glad5**

Before you can get out your answer you blink, and they dissappear.

[[Return attention to bar->bar4]]

---

**mad5**

You think of one more witty thing to say, but before you open your mouth to say it, you blink, and they dissappear.

[[Return attention to bar->bar4]]

---

**neut5**

Before you can get out your answer you blink, and they dissappear.

[[Return attention to bar->bar4]]