

Key Ink Variables / State Tracking

- List used for tracking items that the players brought in the shop

```
LIST shop_item = scalpel, sheep, justice, painting, tentacle,  
tooth, writing, toy, disc
```

```
VAR commercial_count = 0  
VAR commercial_max = 2  
VAR card_count = 0
```

- Variable used for keeping track of the current day and player status

```
VAR visited_psy = false  
VAR current_day = 0  
  
VAR Pendant = 0
```

```
VAR Sanity = 10  
VAR Kindness = 0  
VAR Evilness = 0
```

Ink Affordances, (Text and Code)

```
=== function sanity_check(s) ===  
{  
  - Sanity <= -10:  
    Sanity : {Sanity} # CLASS: statusCheck  
    You've completely lost control of yourself; your left and right faces are distorted and utterly incorrect, your  
    left face's eyes are insane, and your tongue is protruding out of your mouth. Your right face, on the other  
    hand, is terribly depressed. The right eye appears to have recently sobbed, and the corner of the lips is fully  
    down, obviously miserable.  
  
  - Sanity > -10 && Sanity <= 0:  
    Sanity : {Sanity} # CLASS: statusCheck  
    Something is amiss with you today; your eyes are visibly red, but you are thrilled, and the grin at the corner of  
    your mouth is somewhat evil.  
  
  - Sanity > 0 && Sanity <= 10:  
    Sanity : {Sanity} # CLASS: statusCheck  
    You appear fatigued today, with black bags under your eyes; you may need to take a break.  
  
  - Sanity > 10 && Sanity <= 20:  
    Sanity : {Sanity} # CLASS: statusCheck  
    You appeared more energetic today, and despite your beard, you are still fairly refreshing.  
  
  - Sanity > 20:  
    Sanity : {Sanity} # CLASS: statusCheck  
    You are quite confident today, you can handle anything, and you are very spiritual.  
}
```

Ink Affordances, (Text and Code)

```
== commercial_list
Commercial count:
{commercial_count}

* {shop_item !? scalpel && commercial_count < commercial_max} Blood Scalpel -> blood\_scalpel
* {shop_item !? sheep && commercial_count < commercial_max} Adorable Little Sheep -> adorable\_little\_sheep
* {shop_item !? justice && commercial_count < commercial_max} A calligraphy that says 'Justice' -> a\_calligraphy
* {shop_item !? painting && commercial_count < commercial_max} Distorted Paintings -> distorted\_paintings
* {shop_item !? tentacle && commercial_count < commercial_max} Small Tentacle -> small\_tentacle
* {shop_item !? tooth && commercial_count < commercial_max} An unknown animal's tooth -> animal\_tooth
* {shop_item !? writing && commercial_count < commercial_max} A scroll containing nonsensical writing ->
  nonsensical\_writing
* {shop_item !? toy && commercial_count < commercial_max} Superman Toy -> superman\_toy
* {shop_item !? disc && commercial_count < commercial_max} 1998 Game Disc -> game\_disc

+ {commercial_count == commercial_max} [Old man: "You appear to have decided to carry {commercial_max} items with you."]
  -> close\_commercial\_list
```

Discourse example / Demonstration

Commercial Center You return to the commercial center and enter the "Home of Soul" store.

Old man: Welcome, dear visitor. Are you going to my store today? Please select two products from my store today.

CLASS: oldMan

Blood Scalpel

Adorable Little Sheep

A calligraphy that says 'Justice'

Distorted Paintings

Small Tentacle

An unknown animal's tooth

A scroll containing nonsensical writing

Superman Toy

1998 Game Disc

"Playing games with mental patients that is not too much is also a good treatment for them."

Jeff: "Yes, Ma'am. What's the rule?"

CLASS: Jeff

The old lady chuckled.

The old lady: "I will give you three cards, Jeff. And these three cards represent some revelation, and I'm going to give you some little revelations from the cards."

CLASS: oldLady

Jeff: "Okay, Ma'am"

CLASS: Jeff

The old lady: "And of course, every card you open has a price, so are you ready, young man?"

CLASS: oldLady

Yes, I'm good to go now.

CLASS: Jeff

There are three cards in front of you.

The Star, XVII:

The old lady: "This is a star in a positive position, which represents the hope hidden in the depths. Although it is not big, it may change your destiny. However, this star has dimmed, maybe, under you In a reincarnation, you should choose a way home"

CLASS: oldLady

The Moon, XVIII

The Sun, XIX

Not choose

Something Cool

- Your eyes are filled with lunacy at this point, and the magical circle in front of you is slowly glowing. Jennifer's body vanishes in front of you in a moment, and your head is filled with insane ravings.

* Y' admit ymg', shuggoth. s'uhn reached (I admit you, human. Contract reached.) #
CLASS: emo

- * [The End?]

- A yellow tentacle gently closed the book, wearing a yellow cloak and carrying a book and a pen, writing and sketching in the air.

- ????: This seems to be his end; yet, it is not the ending I desire, therefore let him reincarnate.

- ????: Hm? Who's there? Hm...a human?

- ????: I didn't anticipate a human to dare to look at this deity, and while the bravery is sufficient, having a human sent to the door is not a terrible thing. Then you've been chosen as the protagonist of the next tale!!

- The END

Blood Scalpel

Adorable Little Sheep

A calligraphy that says 'Justice'

Distorted Paintings

Small Tentacle

An unknown animal's tooth

A scroll containing nonsensical writing

Superman Toy

1998 Game Disc

Something Cool

• Clarification & Foreshadowing

```
* Jennifer: Run! I'm not going to last long! # CLASS: Jennifer

- * Jennifer: It's you again, why are you obstructing me, you bastard, get off here! # CLASS: bojue

- * Jennifer: Run!!! # CLASS: Jennifer

- As you look at the woman in front of you seems to be in great pain! And you have no other choices.
  However, this is your only chance to run. What will you do?

* [Run away] -> day3\_run\_away.
* [Stay with her, try to awaken a woman's main personality] -> day3\_stay.

- You chose to stay and approached the woman carefully and softly. You had a firm grasp on her
  shoulders.

* Jeff: I'm not leaving, Ms. Jennifer; think of the most valuable person or object in your life!
  Don't allow 'he' take over you or your thinking! # CLASS: Jeff

- Jennifer: Shut up! Dr.Jeff! You don' know anything! After I take control of this body, I will
  definitely not kill you easily this time. I will torment you slowly. until you feel death is the
  real detachment! # CLASS: bojue

- Jennifer: My son! Justin, I miss him. He is in the orphanage, I haven't seen him this week, I miss
  him so much! Dr.Jeff, Justin is my most precious one. I can't let you, I can't let you take
  control of my body, not even a little bit, I want to see my Justin. # CLASS: Jennifer

* Jeff: Jennifer! You can do it! Justin, he misses you too. Now hurry up and think about the best
  things between you and your son, and that is the only way to temporarily seal 'he'. # CLASS: Jeff
```

Jennifer: Run! I'm not going to last long!

Jennifer: It's you again, why are you obstructing me, you bastard, get off here!

Jennifer: Run!!!

As you look at the woman in front of you seems to be in great pain! And you have no other choices. However, this is your only chance to run. What will you do?

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Jeff: Jennifer! You can do it! Justin, he misses you too. Now hurry up and think about the best things between you and your son, and that is the only way to temporarily seal 'he'.