**Traduccion Escenas Undum a Ingles**

* Start(Labyrinth Passage)
  + You wake up in the middle of a dark passage, disoriented and unaware of how you got there. You begin to investigate your surroundings and you come to the conclusion that you’re in some sort of labyrinth. As fear enters your body, you begin to frantically search for your phone in your pockets, only to find a note that reads the following: Hello Robertina, you must be wondering why you are here, for now just know that you’re locked in and the only way to escape is to find the key to the exit, which will be a true test of your cunning wits. I hope you payed attention in school because this won’t be easy. After reading this you look around you and determine your options.

<p><a href='escena2'>There’s only one way to go, continue through there></p>"

* Escena2(A Corner to Turn)
  + You’ve decided to continue on the path without knowing what awaits, as It is your only choice. You start to become anxious from being enclosed in an unfamiliar place, unknowing of how you got there or how you will survive to see the light of day. \*imagen\* Following the lights at the end of the passage has led you to a corner. You decide it’s best to continue and discover what lies beyond. Determined, you take a peek around the corner. What’s that? A bright source of light emanates from the passage.

<p><a href='escena3'>You would like to discover what shines so inte</a></p>"

* Escena3(The Coin)
  + A bit disgruntled as you turn the corner and curious to know what shined so intensely, you has something round and gold at the end of the passage, it’s…. A <a href='./moneda' class='once'>COIN</a>. Right enxt to it, theres a strange piece of paper, on which is written the following: You’re were stunned by the brightness of the coin weren’t you? You’ll find that each of these coins will be your motivating factor to get you out of the labyrinth, as you’ll find 5 of these coins on your route to escape, which I assure you will not be east to find. You can choose to not take them, but you will feel better escaping with riches. GOOD LUCK!

<a href='escena4'>Continue on the path</a></p>"

actions:{

"moneda": function(character, system, to) {

system.animateQuality("moneda", 1);

system.setCharacterText("<p>Perfect, now you have a coin.</p>");

},

* Escena4(Take Note)
  + The coins are very important for the progress on your path to escape, as they may lead the way to the exit.

enter: function( character, system, from ) {

if( character.qualities.moneda ) {

system.doLink( "escena5" );

} else {

system.write( "<p>By not taking the coin, you can’t see the path to the exit very well..</a></p>\

</p>\

<p><a href='escena3'>Go back and get the coin.</a></p>");

}

}

}

* Escena5
  + Once you take the coin, you find yourself at the entrance of 2 paths, each with a peculiar sign at the entrance, <a href='escena6'>Path of the sinister</a> or <a href='escena7'>Path of the flower of life.</a>
* Escena6(Path of the sinister)
  + Once you enter this dark and eerie passageway, you notice that it’s pitch black and you can’t even see your hand. You can either use the instructional note and a match to <a href='escenaluz'>burn it</a> so you can see where you are going, or o <a href='escenaoscura'>continue through the darkess.</a>.</p>.
* EscenaOscura
  + As you try and advance in the darkness, you realize that doing so would be dangerous and impractical, and decide to pull out the note and <a href='escenaluz'>burn it</a> to light the way ahead of you.
* EscenaLuz(The light will guide you)
  + You did well by lighting the paper on fire, but you don’t know how long it will last so you must hurry.
  + You notice there is a timeworn chest to your right. You can either <a href='cofre'>open</a> the chest out of curiosity.
  + Ahead you see an old door with an interesting knob, you can choose to investigate te <a href='pomo'>knob</a> or <a href='escena9'>open the door</a> to continue investigating the labyrinth.
* Cofre(The Chest)
  + Inside the chest you find a book, an old bottle of water, and a gold skull side by side. Above those items you notice there’s some writing on the chest, which reads: I say a lot but I can’t be heard, I open but cannot be passed through, I have a spine but not of bone, I shouldn’t be judged by my face. <a href='escenalibro'>Grab book</a>\, <a href='escenamuertecofre'>grab water</a>\, o <a href='escenamuertecofre'>grab skull</a>
* Escenalibro(The Book)
  + When you pick up the book, you hear a noise come from the chest as it closes on its own. You pick up the book and find <a href='./moneda' class='once'>una moneda</a> inside! You take the coin and realize there are some words written on that page. The book says: “you avoided death using your intellect, leave the chest or die.” You should leave the book and <a href='escenaluz2'>go back from where you came.</a>
  + {<a href='escenaluz2'>volver de adonde viniste</a>

actions:{

"moneda": function(character, system, to) {

system.animateQuality("moneda", character.qualities.moneda+1);

system.setCharacterText("<p>Perfect, now you have another coin.p>");

}

}

}