**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>");

}

}

}

* escenamuertecofre(Curiosity killed the cat)

When you pick up the object, you notice there was a pressure plate under it. You hear a noise behind you and a rock wall falls and seals the exit. You’re now stuck in the room with the chest, and like the only exit, your fate is sealed.

* escenaluz2(The light will guide you)  
  You did well avoiding death. You continue to the old door with the strange knob, you decide to investigate the <a>knob<a> or <a>open the door<a> to continue to search the labyrinth.
* pomo(The mysterious knob)
  + Looks like the knob has a bright and mysterious form. You get closer and notice that it’s <a href='./moneda' class='once'>another coin </a>. You wonder if you’re close to the exit given how many coins you have. How many more passages will you have to traverse? <a href='escenaluz'>Go Back</a>.

|  |
| --- |
| { |
|  | actions:{ |
|  | "moneda": function(character, system, to) { |
|  | system.animateQuality("moneda", character.qualities.moneda+1); |
|  | system.setCharacterText("<p>Perfect. Now you have another coin.</p>”); |
|  | } |
|  | } |
|  | } |

* escena9(Incandescent passage)
  + Robertina is tired and a bid dizzy due to the all the looping passages. She finds a chair, but is unsure if she should <a href='descansar'>sit and rest</a> or <a href='escena10'>continue</a>.
* Descansar
  + You decide to sit and take a break so you can continue with more strenfth. When you lower your head, you notice by one of the legs of the chair you a shiny <a href='./moneda' class='once'>coin</a>. You find yourself reenergized by this discovery and decide to <a href='escena10'>continue</a>.

|  |
| --- |
| actions:{ |
|  | "moneda": function(character, system, to) { |
|  | system.animateQuality("moneda", character.qualities.moneda+1); |
|  | system.setCharacterText("<p>Perfect. Now you have another coin.</p>"); |
|  | } |
|  | } |

* Escena10
  + Following the passage, you find a set of armor on a stand, and wonder what would happen if you <a href='armadura'>move the arms</a>. You find a passage to the <a href='escena11'>left</a> with an interesting chest, and another passage to the <a href='escena12'>right</a> which has a sign that says “EXIT”.
* Armadura(The armored man)
  + The armor opens up and <a href='./moneda' class='once'>ANOTHER COIN!</a>.

|  |
| --- |
| actions:{ |
|  | "moneda": function(character, system, to) { |
|  | system.animateQuality("moneda", character.qualities.moneda+1); |
|  | system.setCharacterText("<p>Perfect. Now you have another coin!</p>"); |
|  | } |

* Escenasiguente
  + Now that you’re on the passage, you have to decide if you want to go <a href='escena11'>left</a> to see the chest or go <a href='escena12'>right</a> toward the door.
* Escena11(Mysterious chest)
  + You wonder if you should <a href='cofre1'>open the chest</a> or if you should <a href='escenaizquierda'>continue</a> to the right passage and open the door.
* Cofre1
  + MARVELOUS! You found <a href='./llave' class='once'>the key</a>. Mext to they key you find a note that says: The exit should be followed, but should not be looked at. You can now leave to find the exit. <a href='escenaizquierda'>Close the chest.</a>.</p>"

|  |
| --- |
| actions:{ |
|  | "llave": function(character, system, to) { |
|  | system.setQuality("llave", 1); |
|  | system.setCharacterText("<p>The key is of utmost importance</p>"); |
|  | }, |

* Escenaizquierda
  + Before you continue you need the key.

|  |
| --- |
| else { |
|  | system.write( "<p>If you leave the key, you can’t escape.</a></p>\ |
|  | </p>\ |
|  | <p><a href='cofre1'>Open the chest</a></p>"); |

* Escena12 (Taking the note)
  + To open the door and exit the labyrinth, you need to take the key to open the door, GOOD LUCK!.

|  |
| --- |
| else { |
|  | system.write( "<p>You need the key to escape the labyrinth></p>\ |
|  | </p>\ |
|  | <p><a href='escena11'>Go find the key</a></p>"); |

* Escenatrespuertas(The three doors)
  + When you leave with the key, you find 3 doors, each with a keyhole. Above each door is a stone figure, the left door has a Medusa head, the middle door has a diamond figure, the right door has a pointing arrow. You remember the note with the key said you should not look at the exit, which may be an important detail. You need to use the key to open the

|  |
| --- |
| <ahref='escenasemilibertad'>\ |
|  | Left door</a>, <a href='puertaincorrecta'>\ |
|  | Middle door</a>, or <a href='puertaincorrecta'>\ |
|  | Right door </a>.</p>" |

* Puertaincorrecta(Regrettable Decision)
  + You tried to open the wrong door, and now the key is stuck and you cannot leave the labyrinth.
* Escenafinal(Final passage)
  + You opened the correct door and you can continue and at las be FREE!. Hope you enjoyed the game and you got all the coins!
* Escena7(Path of the flower of life)
  + You turned right and in front of you is something shuddering, there’s a wall which blocks the passage, soyou decide to go back from where you came, but when you turn around you realize there was something strange on the wall, you can <a href='escenadetalle'>inspect the wall further</a>, or not risk anything and<a href='escena5'>go back </a>, cowardly, but smart.</p>
* `escenadetalle
  + Turns out that once you inspect the wall you see that the rocks aren’t like the rest of the labyrinth, they’re positioned strangely. You notice that there’s a hole between two of the rocks with a peculiar form, looks a lot like a vending machine slot, you consider <a href='./menosmoneda'>inserting a coin </a>, but what if you lose it for nothing? You may consider also saving the coin and <a href='escena5'> going back from where you came.</a>

actions:{

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

system.setQuality("moneda", character.qualities.moneda-1);

system.setCharacterText("<p>You lost a coin!</p>");

system.doLink( "escena8" );

}

* Escena8(End of flower of life)
  + The wall opens ahead of you and behind it you find <a href='./moneda' class='once'>the coin</a> you just inserted. You notice a space in the area that the wall took up, in the center there is a pedestal where you find a shiny coin next to a rusted coin. You get closer to the pedestal to look at them and you notice they’re the same as the coins you have. Next to the coins, on the pedestal, there’s some writing that says: “Life and death, two faces of the same coin, just like this space where the flower of life may end. After reading this you’re unsure if to <a href='escenamuerte'>take the shiny coin</a>, <a href='./monedaoxidada' class='once'> take the rusted coin</a> or <a href='escena5'>go back from where you came</a>.
  + actions:{

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

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

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

},

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

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

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

}

}

}

* Escenamuerte(Your end has come before its time)
  + Sometimes you cant trust appearances, as the coin was so shiny due to a powerful venom and you immediately died when you touched it. Now you will never know how you got to the labyrinth or who brough you, unless…. <i>psst, right here, F5</i>