**VNovell-Script language reference, version 1.0**

1. Functions

Any code must be inside some function. He doesn't go outside. The function is declared quite simply: the name of the function is written, then a colon. The end of the function is indicated by the word "end" and a dot immediately after it. Among the names for functions, there are three "magic" or system ones: init, splash and start. The first one is called when the game starts, even before the window appears. It needs to load the necessary resources. Splash runs before the main menu but after the window appears. It usually has disclaimers or splash screens. Start is launched along with a new game, i.e. as soon as the player clicks "new game" in the main menu.

2. Comments

Well, there's not much to say here. Anything between two dollar signs will be ignored. You cannot insert a comment inside a line, between keywords. Although it is unlikely that someone will come up with such nonsense.

3. Python 3 inserts

You can also execute Python 3 code using inlines. Anything between // will be executed as Python 3 code. If an exception occurs while executing such code, a pop-up window appears indicating the location, type, and reason for the error. Any exception in such code causes the script to terminate and the game closes instantly. It is advised to use try-except blocks inside such code.

4. Structuring

If you want to split the script into several files, then keep in mind that functions of the same name cannot be declared in different files. There will be an exception (for now and in the future, this means the crash of the game after closing the pop-up window with an error message).

5. Replicas

To indicate a replica, you need to write in quotes the author of the phrase, a colon and a replica. If there is no author of the phrase, you can simply write the phrase in quotation marks.

6. Scenes

Scenes are divided into 2 types: color and image. To perform a scene change, write the word "scene" followed by the scene type. Again, there are two of them: "color" and "image". If you specify a color, then there are also several views. You can specify colors either in hex (#RRGGBB, exactly 6 hexadecimal digits) or as a constant (red/green/blue, etc.).

7. Cut-scenes

The "show" command shows a specific object on the screen. Be it image, sprite or text. The “hide” command hides everything on the contrary.

8. Delays

A delay (pause) can be made simply by writing "wait" and specifying the time in seconds.

9. General points in syntax

9.1 do not put semicolons between lines

9.2 tabulation means nothing

9.3 just take everything for granted, I'm unlikely to change anything in the syntax. Maximum behavior and names of the words themselves. The structure will remain the same. Maybe I'll add something as needed.