

Three methods that impact gameplay.

Three methods that impact gameplay are below. Each is an example method demonstrating a new event occurring when entering an already explored area. Displaying a new text message to signify the fact you've been there.

1.)

```
if (startedMainframe)
{
    Console.ForegroundColor = ConsoleColor.Red;

    Console.WriteLine("<=====
=====>");

    Console.ResetColor();

    Console.WriteLine($"\\n{Hangar[11]}\\n");
    Console.WriteLine($"{{Hangar[8]}\\n");
    return;
}
else
{
    Console.ForegroundColor = ConsoleColor.Red;

    Console.WriteLine("<=====
=====>");

    Console.ResetColor();

    Console.WriteLine($"\\n{Hangar[11]}\\n");
    Console.WriteLine($"{{Hangar[9]}\\n");
    return;
}
```

2.)

```
if (!startedFuel)
{
    Console.ForegroundColor = ConsoleColor.Red;

    Console.WriteLine("<=====
=====>");

    Console.ResetColor();

    Console.WriteLine($"\\n{Fuel[0]}");
    startedFuel = true;
```

```

    }
    else
    {
        Console.ForegroundColor = ConsoleColor.Red;

Console.WriteLine("<=====
=====>");
        Console.ResetColor();

        Console.WriteLine(Fuel[9]);
    }

```

```

3.)
if (!startedRecRoom)
{
    Console.WriteLine($"{RecRoom[0]}\n");
    currentScenario = 7;
    startedRecRoom = true;
}
else
{
    Console.WriteLine($"{RecRoom[1]}\n");
    currentScenario = 7;
}

```