# StoryTitle {"position":"1900,175"}

You Cannot Save Her

# StoryData {"position":"1900,300"}

{  
 "ifid": "3831B6E9-E3BF-4D0B-9EB8-E35C776D54B4",  
 "format": "SugarCube",  
 "format-version": "2.36.1",  
 "start": "mc\_fight\_3",  
 "zoom": 1  
}

# Start [no-undo] {"position":"200,400"}

<div class="title">You Cannot Save Her</div>\  
<div class="subtitle">by Sarah Mak</div>\  
<div id="menu"><<if Save.slots.has(1)>><<link "Continue">><<run Save.slots.load(1)>><</link>> · <<link 'Restart' 'restart'>><</link>><<else>>[[Start->content\_warning]]<</if>> · [[Options->options]]</div>

# options [no-undo options] {"position":"75,400"}

<span class="subtitle">''Options''</span> <span class="close">[[✖->Start]]</span>  
<<if setup.enableUndo.get()>>  
 ''Enable Undo'' is currently <<link "ON">><<run setup.enableUndo.toggle()>><<run Engine.play(passage())>><</link>>.  
<<else>>  
 ''Enable Undo'' is currently <<link "OFF">><<run setup.enableUndo.toggle()>><<run Engine.play(passage())>><</link>>.  
<</if>>  
When this option is ''ON'', an undo button will appear at the top of the game window.

# content\_warning [no-undo center options] {"position":"350,400"}

<span class="subtitle">''Content Warning''</span>  
This story contains violence and horror.  
Are you okay with continuing this story?  
  
[[Yes.->pre\_intro]]  
[[No.->its\_okay]]

# restart [center no-undo]

<<nobr>><<link 'It will always end the same way.'>>  
 <<for \_key, \_val range State.variables>><<run delete State.variables[\_key]>><</for>>  
 <<set State.expired.length = 0>>  
 <<goto pre\_intro>>  
<</link>><</nobr>>

# variable\_setup {"position":"200,200"}

<nobr>  
/\* STORY \*/  
<<set $direction\_choice to "north">>  
<<set $weapon to "greatsword">>  
<<set $cyclingResult\_shoot\_again to "Shoot her again.">>  
<<set $cyclingResult\_strike\_again to "Shoot her.">>  
  
/\* TRACK SEEN TEXT \*/  
  
/\* TRACK VISITS \*/  
  
/\* OVERRIDE FOR TESTING \*/  
</nobr>

# StoryInit {"position":"75,200"}

<<include "variable\_setup">>

# its\_okay [no-undo center] {"position":"350,275"}

[[It's okay.->Start]]

# pre\_intro [no-undo]

<<include "variable\_setup">>  
<<timed 2s t8n>><<goto "intro\_1">><</timed>>

# intro\_1 [no-undo]

[[You cannot save her.->intro\_2]]

# intro\_2

[[This is what the nuns told you.->intro\_3]]

# intro\_3

[[And this is what you tell yourself.->weapon\_1]]

# intro\_4

When the children at the monastery come of age, they must complete a test. Each test is [[personal->intro\_5]] to them.

# intro\_5

When she left, you feared what your test would be.  
  
[[Your fears came true->intro\_6]].

# intro\_6

The nuns told you that you must [[kill her->weapon\_1]], for she had fallen sway to the other god.

# weapon\_1 [center]

So you prepare your weapon:  
<<include "cycling\_weapon\_1">>  
  
[[Just so->etching]].

# cycling\_weapon\_1

<<silently>>  
<<if not $choices\_weapon\_1>>  
 <<set $choicesCount\_weapon\_1 to -1>>  
 <<set $choices\_weapon\_1 to ["A greatsword forged from soulsteel", "A sabre carved from angel bone", "A rapier shaped from dreamsilver"]>>  
<</if>>  
  
<<set $choicesCount\_weapon\_1 to $choicesCount\_weapon\_1 + 1>>  
  
<<if $choicesCount\_weapon\_1 >= $choices\_weapon\_1.length>>  
 <<set $choicesCount\_weapon\_1 to 0>>  
<</if>>  
  
<<set $cyclingResult\_weapon\_1 to $choices\_weapon\_1[$choicesCount\_weapon\_1]>>  
<</silently>>  
\<<linkreplace $choices\_weapon\_1[$choicesCount\_weapon\_1] t8n>><<include "cycling\_weapon\_1">><</linkreplace>>

# weapon\_des\_calc

<<nobr>>  
<<if $cyclingResult\_weapon\_1 is "a greatsword forged from soulsteel">>  
 <<set $weapon to "greatsword">>  
<<elseif $cyclingResult\_weapon\_1 is "a sabre carved from angel bone">>  
 <<set $weapon to "sabre">>  
<<elseif $cyclingResult\_weapon\_1 is "a rapier shaped from dreamsilver">>  
 <<set $weapon to "rapier">>  
<<else>>  
 <<set $weapon to "sword">>  
<</if>>  
<</nobr>>

# etching [center]

<<include "weapon\_des\_calc">>\  
And you:  
<<include "cycling\_etching">>  
  
[[You believe in this->weapon\_3]].

# cycling\_etching

<<silently>>  
<<if not $choices\_etching>>  
 <<set $choicesCount\_etching to -1>>  
 <<set $choices\_etching to ["machine it with sigils of faith", "etch it with invocations of death", "imbue it with dreams of martyrdom"]>>  
<</if>>  
  
<<set $choicesCount\_etching to $choicesCount\_etching + 1>>  
  
<<if $choicesCount\_etching >= $choices\_etching.length>>  
 <<set $choicesCount\_etching to 0>>  
<</if>>  
  
<<set $cyclingResult\_etching to $choices\_etching[$choicesCount\_etching]>>  
<</silently>>  
\<<linkreplace $choices\_etching[$choicesCount\_etching] t8n>><<include "cycling\_etching">><</linkreplace>>

# weapon\_3

[[You put yourself into your work->weapon\_4]].

# weapon\_4

You put yourself into your work, [[in the way that faith demands sacrifice->weapon\_5]].

# weapon\_5

And you take a blazegun.  
  
[[Even though she called it a coward's weapon->mc\_travel\_1]].

# mc\_travel\_1 [moon]

The pale desert of this moon curves towards an empty horizon.  
  
She is to the [[north->mc\_travel\_2]].

# mc\_travel\_2 [moon]

Clouds of grey dust swirl in your wake.  
  
The wind is howling a language that you do not understand.  
  
She is to the [[north->mc\_travel\_3]].

# mc\_travel\_3 [moon]

A stone building rises in the distance. This is the cathedral where she is waiting.  
  
She is to the [[north->mc\_travel\_4]].

# mc\_travel\_4 [moon]

The cathedral pierces the sky like a stalagmite.  
  
She is to the [[north->mc\_travel\_5]].

# mc\_travel\_5 [moon]

The sculptures have weathered away. Their faces are blank, and the folds of their clothing are fading dunes of stone.  
  
She is to the [[north->mc\_travel\_6]].

# mc\_travel\_6

She is waiting in the north of the cathedral, in front of the altar.  
  
A dark silhouette cloaked in [[moonlight->mc\_travel\_7]].

# mc\_travel\_7

Moonlight is shining through the stained glass window, painting a rose of rainbows on the floor.  
  
She is still waiting.  
  
<<include "cycling\_mc\_travel\_7">>  
<<timed 19s>><<goto "mc\_fight\_1">><</timed>>\

# cycling\_mc\_travel\_7

<<silently>>  
<<if not $choices\_mc\_travel\_7>>  
 <<set $choicesCount\_mc\_travel\_7 to -1>>  
 <<set $choices\_mc\_travel\_7 to ["Shoot her.", "Strike her."]>>  
<</if>>  
  
<<set $choicesCount\_mc\_travel\_7 to $choicesCount\_mc\_travel\_7 + 1>>  
  
<<if $choicesCount\_mc\_travel\_7 >= $choices\_mc\_travel\_7.length>>  
 <<set $choicesCount\_mc\_travel\_7 to 0>>  
<</if>>  
  
<<set $cyclingResult\_mc\_travel\_7 to $choices\_mc\_travel\_7[$choicesCount\_mc\_travel\_7]>>  
<</silently>>  
\<<linkreplace $choices\_mc\_travel\_7[$choicesCount\_mc\_travel\_7] t8n>><<include "cycling\_mc\_travel\_7">><</linkreplace>>

# mc\_pre\_fight

<<if $cyclingResult\_mc\_travel\_7 is "Shoot her.">>\  
You shoot in her direction, but the bullets simply rain against the stone walls.  
<<else>>\  
You rush forward to strike her, but you only slice vacant air, scattering the dance of dust motes.  
<</if>>\  
  
She has disappeared. You ready your <<if $cyclingResult\_mc\_travel\_7 is "Shoot her.">>blazegun<<else>>$weapon<</if>>.  
  
She could be to the <<link "north" "mc\_fight\_1">><<set $direction\_choice to "north">><</link>>, <<link "north by east" "mc\_fight\_1">><<set $direction\_choice to "north by east">><</link>>, <<link "north-northeast" "mc\_fight\_1">><<set $direction\_choice to "north-northeast">><</link>>, <<link "northeast by north" "mc\_fight\_1">><<set $direction\_choice to "northeast by north">><</link>>, <<link "northeast" "mc\_fight\_1">><<set $direction\_choice to "northeast">><</link>>, <<link "northeast by east" "mc\_fight\_1">><<set $direction\_choice to "northeast by east">><</link>>, <<link "east-northeast" "mc\_fight\_1">><<set $direction\_choice to "east-northeast">><</link>>, <<link "east by north" "mc\_fight\_1">><<set $direction\_choice to "east by north">><</link>>, <<link "east" "mc\_fight\_1">><<set $direction\_choice to "east">><</link>>, <<link "east by south" "mc\_fight\_1">><<set $direction\_choice to "east by south">><</link>>, <<link "east-southeast" "mc\_fight\_1">><<set $direction\_choice to "east-southeast">><</link>>, <<link "southeast by east" "mc\_fight\_1">><<set $direction\_choice to "southeast by east">><</link>>, <<link "southeast" "mc\_fight\_1">><<set $direction\_choice to "southeast">><</link>>, <<link "southeast by south" "mc\_fight\_1">><<set $direction\_choice to "southeast by south">><</link>>, <<link "south-southeast" "mc\_fight\_1">><<set $direction\_choice to "south-southeast">><</link>>, <<link "south by east" "mc\_fight\_1">><<set $direction\_choice to "south by east">><</link>>, <<link "south" "mc\_fight\_1">><<set $direction\_choice to "south">><</link>>, <<link "south by west" "mc\_fight\_1">><<set $direction\_choice to "south by west">><</link>>, <<link "south-southwest" "mc\_fight\_1">><<set $direction\_choice to "south-southwest">><</link>>, <<link "southwest by south" "mc\_fight\_1">><<set $direction\_choice to "southwest by south">><</link>>, <<link "southwest" "mc\_fight\_1">><<set $direction\_choice to "southwest">><</link>>, <<link "southwest by west" "mc\_fight\_1">><<set $direction\_choice to "southwest by west">><</link>>, <<link "west-southwest" "mc\_fight\_1">><<set $direction\_choice to "west-southwest">><</link>>, <<link "west by south" "mc\_fight\_1">><<set $direction\_choice to "west by south">><</link>>, <<link "west" "mc\_fight\_1">><<set $direction\_choice to "west">><</link>>, <<link "west by north" "mc\_fight\_1">><<set $direction\_choice to "west by north">><</link>>, <<link "west-northwest" "mc\_fight\_1">><<set $direction\_choice to "west-northwest">><</link>>, <<link "northwest by west" "mc\_fight\_1">><<set $direction\_choice to "northwest by west">><</link>>, <<link "northwest" "mc\_fight\_1">><<set $direction\_choice to "northwest">><</link>>, <<link "northwest by north" "mc\_fight\_1">><<set $direction\_choice to "northwest by north">><</link>>, <<link "north-northwest" "mc\_fight\_1">><<set $direction\_choice to "north-northwest">><</link>>, <<link "north by west" "mc\_fight\_1">><<set $direction\_choice to "north by west">><</link>>.

# mc\_fight\_1

[[One second.->mc\_fight\_2]]

# mc\_fight\_2

<<if $direction\_choice is "north">>\  
Now, she isn't to the north. You swerve around—she is to your south.  
<<elseif $direction\_choice is "south">>\  
She has reappeared to your south, but she still dodges your <<if $cyclingResult\_mc\_travel\_7 is "Shoot her.">>shots<<else>>attacks<</if>>.  
<<else>>\  
She isn't to the $direction\_choice. You swerve around—she is to your south.  
<</if>>\  
  
<<if $cyclingResult\_mc\_travel\_7 is "Shoot her.">><<include "cycling\_shoot\_again">><<else>><<include "cycling\_strike\_again">><</if>>  
  
[[Two seconds.]]

# mc\_fight\_3

<<nobr>><<if $cyclingResult\_shoot\_again is "Shoot her again." or $cyclingResult\_strike\_again is "Shoot her.">>  
She casually sidesteps your shots  
<<elseif $cyclingResult\_strike\_again is "Strike her again." or $cyclingResult\_shoot\_again is "Strike her.">>  
She casually sidesteps your attacks  
<<else>>  
She casually sidesteps your attacks  
<</if>>  
 and laughs, in the way that one would laugh at the antics of [[a small child->flashback\_1]].<</nobr>>

# cycling\_shoot\_again

<<silently>>  
<<if not $choices\_shoot\_again>>  
 <<set $choicesCount\_shoot\_again to -1>>  
 <<set $choices\_shoot\_again to ["Shoot her again.", "Strike her."]>>  
<</if>>  
  
<<set $choicesCount\_shoot\_again to $choicesCount\_shoot\_again + 1>>  
  
<<if $choicesCount\_shoot\_again >= $choices\_shoot\_again.length>>  
 <<set $choicesCount\_shoot\_again to 0>>  
<</if>>  
  
<<set $cyclingResult\_shoot\_again to $choices\_shoot\_again[$choicesCount\_shoot\_again]>>  
<</silently>>  
\<<linkreplace $choices\_shoot\_again[$choicesCount\_shoot\_again] t8n>><<include "cycling\_shoot\_again">><</linkreplace>>

# cycling\_strike\_again

<<silently>>  
<<if not $choices\_strike\_again>>  
 <<set $choicesCount\_strike\_again to -1>>  
 <<set $choices\_strike\_again to ["Strike her again.", "Shoot her."]>>  
<</if>>  
  
<<set $choicesCount\_strike\_again to $choicesCount\_strike\_again + 1>>  
  
<<if $choicesCount\_strike\_again >= $choices\_strike\_again.length>>  
 <<set $choicesCount\_strike\_again to 0>>  
<</if>>  
  
<<set $cyclingResult\_strike\_again to $choices\_strike\_again[$choicesCount\_strike\_again]>>  
<</silently>>  
\<<linkreplace $choices\_strike\_again[$choicesCount\_strike\_again] t8n>><<include "cycling\_strike\_again">><</linkreplace>>

# flashback\_1 [flashback]

She casually sidesteps your attacks, again and again.  
  
You are children at the monastery, and the sunlight from the twin suns is prickling your skin.  
  
There