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

SKINCARE FOR VAMPIRES

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

{

    "ifid": "3831B6E9-E3BF-4D0B-9EB8-E35C776D54B4",

    "format": "SugarCube",

    "format-version": "2.36.1",

    "start": "magic\_mirror\_rhyme\_bottleneck",

    "zoom": 1

}

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

<div *class*="title">SKINCARE FOR VAMPIRES</div>\

<div *class*="subtitle">by Sarah Mak</div>\

<div *id*="menu"><<if Save.slots.has(1)>><<link "Continue">><<run Save.slots.load(1)>><</link>> · <<nobr>><<link 'Restart'>>

    <<for \_key, \_val range State.variables>><<run delete State.variables[\_key]>><</for>>

    <<set State.expired.length = 0>>

    <<goto pre\_intro\_letter>>

<</link>><</nobr>><<else>>[[Start->pre\_intro\_letter]]<</if>> · [[Options->options]]</div>

:: options *[*no-undo*]* *{*"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.

:: variable\_setup *{*"position":"200,225"*}*

*/\* STORY \*/*

<<set $day to 1>>

<<set $blood\_sated to false>>

<<set $shop\_done to false>>

*/\* TRACK SEEN TEXT \*/*

<<set $bed\_text\_seen to false>>

<<set $blood\_text\_seen to false>>

*/\* TRACK VISITS \*/*

<<set $mirror\_visited to false>>

:: StoryInit *{*"position":"75,225"*}*

<<include variable\_setup>>

:: pre\_intro\_letter *[*pre-letter no-undo*]* *{*"position":"325,400"*}*

<<nobr>>

<<include variable\_setup>>

<<timed 1s>><<goto "intro\_letter">><</timed>>

<</nobr>>

:: intro\_letter *[*letter no-undo*]* *{*"position":"450,400"*}*

//Dear Ms Mal,

You are officially notified of this most cordial invitation to the 148th East Shenzhou Company's Grand Blood Moon Ball at the Company Headquarters on the 17th of Aueril.

You are welcome to bring an additional guest to share in the evening's festivities.//

\* [[You turn over the letter.->intro\_1]]

:: intro\_1 *{*"position":"575,400"*}*

It says:

//From:// <<linkreplace "(the person you would rather forget)" t8n>><<linkreplace "(the person who still infiltrates your dreams)" t8n>><<linkreplace "(your ex)" t8n>><<link "<i>Bea</i>" "intro\_2" >><</link>><</linkreplace>><</linkreplace>><</linkreplace>>

:: intro\_2 *{*"position":"700,400"*}*

[[You just arrived home, after another adventure.->intro\_3]]

:: intro\_3 *{*"position":"825,400"*}*

[[But you spotted this letter lying on the floor of your flat...->intro\_4]]

:: intro\_4 *{*"position":"950,400"*}*

[[So, now, you can't take a break yet.->intro\_5]]

:: intro\_5 *{*"position":"1075,400"*}*

You have five days left to prepare <<linkreplace "for this ball" t8n>>[[to meet her->day\_1\_start]]<</linkreplace>>.

:: day\_1\_start *{*"position":"200,575"*}*

<<set $day to 1>>\

<h4>Evening, Day 1. Your Flat.</h4>

Your flat is a cube of [[magical loot->magical\_loot]] and [[trash]]. You don't have the energy to clean this up, and you don't spend a lot of time here anyway.

You consider talking to the <<if $mirror\_visited is false>>[[magic mirror->magic\_mirror\_1]]<<else>>[[magic mirror->magic\_mirror]]<</if>> in front of you, in the form of rhyming couplets. Behind you is a stack [[gunsmithing toolboxes->gunsmithing\_tools]]. Your [[half-broken bed->bed]] is to your left, and a [[broken fridge->fridge]] is next to it.

:: magical\_loot

Weapons, monster parts, all the assorted loot from your adventures that you couldn't sell. Some of it is probably cursed.

\* [[Look away.]]

:: trash

Yellowed paper, stripped screws, and bottles encrusted with dried blood. All this trash accumulates in your flat like dust.

\* [[Look away.]]

:: gunsmithing\_tools

*/\* TODO \*/*

:: magic\_mirror\_1 *{*"position":"375,575"*}*

[[You look at the magic mirror->magic\_mirror\_2]].

:: magic\_mirror\_2 *{*"position":"500,575"*}*

You do not see your reflection, because you are a [[vampire->magic\_mirror\_3]].

:: magic\_mirror\_3 *{*"position":"625,575"*}*

But maybe this mirror can [[still be useful to you->magic\_mirror\_start]].

:: magic\_mirror\_start *{*"position":"400,700"*}*

<<set $mirror\_visited to true>>\

The mirror is covered in dust, and there are black spots scattered along its bottom edge.

Your old adventuring companion, Princess Philomena the Third, gifted you this magic mirror a few decades ago. Maybe she forgot that vampires can't see themselves in mirrors, but at least there is a magical intelligence inside this.

\* [[“Mirror mirror on the wall, explain, in detail, how I should prepare for a formal event.”->magic\_mirror\_no\_rhyme]]

\* [[“Mirror mirror on the wall, how do I prepare for the Blood Moon Ball?”->magic\_mirror\_rhyme]]

:: magic\_mirror\_rhyme *{*"position":"350,825"*}*

Suddenly, a vortex of green vapour whirls within the mirror's depths. At the centre of the vortex, the face of a middle-aged woman swirls into view.

Then, she forces an uncomfortably wide grin.

“I do not know what you mean by a Blood Moon Ball,

but similar events may involve human sacrifices or alcohol.

Before making any dangerous decision,

please consult a haemomancer, or a physician.”

\* [[“That was useless!”->magic\_mirror\_useless]]

\* [[“The Blood Moon Ball is just some formal event! So how do I prepare for it?”->magic\_mirror\_prepare]]

:: magic\_mirror\_useless

“I'm sorry to hear that this did not answer your question.

But could you rephrase your query with a little less aggression?”

You groan, and consider slapping the mirror, but getting angry with it would be like getting angry with a printer. “So how do I prepare for the Blood Moon Ball, which is a //formal event//?”

The magic mirror answers in a musical voice.

<<include magic\_mirror\_rhyme\_bottleneck>>

:: magic\_mirror\_prepare

The magic mirror continues to answer in a musical voice.

<<include magic\_mirror\_rhyme\_bottleneck>>

:: magic\_mirror\_no\_rhyme *{*"position":"475,825"*}*

Suddenly, a vortex of green vapour whirls within the mirror's depths. At the centre of the vortex, the face of a middle-aged woman swirls into view.

She looks annoyed. Maybe the mirror is annoyed by <<linkreplace "your lack of rhyming abilities" t8n>>your lack of rhyming abilities, or simply with you as a person<</linkreplace>>.

Then, she forces an uncomfortably wide grin.

<<include magic\_mirror\_rhyme\_bottleneck>>

:: magic\_mirror\_rhyme\_bottleneck

“<<linkappend "First, you must improve your skin,\nso this is the routine you should begin:" t8n>><<linkappend "\nUse a cleanser to purge your loathsome oils,\nthen a toner to soothe before your next toils." t8n>><<linkappend "\nGet an essence, a serum, an ampoule, and a lotion,\nor you could use an all-in-one emulsion." t8n>>

Next, an eye cream, a mask, then a moisturising cream,

and don't forget to acquire a strong <<link "sunscreen">><<replace "#1" t8n>>The mirror simply smiles at you.

It seems that the magic mirror forgot that you are a vampire, who cannot go out in the sun without burning to a vampire-flavoured crisp. Also, you think that the number of skincare products that exist is ridiculous.

\* <<link "“This is ridiculous.”" "magic\_mirror\_ridiculous">><</link>>

\* <<link "“Which skincare products do I <i>really</i> need?”" "magic\_mirror\_need">><</link>>

<</replace>><</link>>!”

<</linkappend>><</linkappend>><</linkappend>>

<span *id*="1"></span>

:: magic\_mirror\_ridiculous

She chimes, “there are no ugly women, only lazy ones.

Why don't you care about this as much your guns?”

You didn't know this mirror was awake when you were working on your pistols. */\* May want to improve this \*/*

“Okay, I care now! Just tell me what I need to do!” You shout.

The mirror answers in a musical tone:

<<include magic\_mirror\_need>>

:: magic\_mirror\_need

“Cleansers, moisturisers, and sunscreens are the vital three,

So you should purchase them on your next shopping spree,” it says.

The mirror's eyes narrow, and it adds,

“And unless you consider your trench coat formal attire,

a dressier outfit is another item you must acquire.”

You think your trench coat looks very dapper, and you stubbornly insist on wearing it even in Xingang's subtropical weather, but the mirror is right. You can't go to the ball wearing this.

[[So, you know what you need now.->tutorial\_1]]

:: tutorial\_1

[[You need to go out, and shop for some supplies.->tutorial\_2]]

:: tutorial\_2

[[It is time to prepare for this upcoming battle.->day\_1\_explore]]

:: bed *{*"position":"200,700"*}*

<<if $mirror\_visited == true and $bed\_text\_seen == false >>\

<<set $bed\_text\_seen to true>>\

When Princess Philomena wanted to transport the mirror to you, she rounded the coordinates you gave her to the nearest twenty-five decimal places, instead of the nearest twenty-seven decimal places, so the magic mirror teleported onto your bed instead of a more sensible location.

Thankfully, you leaped just in time to catch the mirror, so your half-broken bed isn't a fully-broken bed.

<<else>>\

Your bed is still half-broken. There is a gaping horizontal split along its underside, but it has not completely broken into two. You can still [[sleep]] on it comfortably, somewhat.

<</if>>\

\* [[Look away.->day\_1\_start]]

:: sleep *{*"position":"200,825"*}*

*/\* TODO \*/*

You don't need to sleep, but you try to sleep every day, as it does make you feel more rested. It's probably more psychological than physical. <<if $mirror\_visited == true>>Plus, you read in a magazine that sleeping is good for your skin.<</if>>

<<if $shop\_done == true>>\

*/\* TODO: this will have lots of nested ifs for each day \*/*

<<else>>\

<</if>>\

:: fridge *{*"position":"75,700"*}*

This broken fridge also functions as your bedside table. While the fridge has long since broken, you filled it with bricks of ice enchanted to never melt, so it will stay cold for the rest of your unlife.

Inside your fridge, bottles of blood are arranged neatly in rows. You labelled each bottle with the date you planned to [[drink it->drink\_blood]].

\* [[Look away.->day\_1\_start]]

:: drink\_blood *{*"position":"75,825"*}*

<<if $blood\_sated is false and $blood\_text\_seen is false>>\

<<set $blood\_text\_seen to true>>\

<<set $blood\_sated to true>>\

You drink today's bottle of blood. It has a grainy texture and it tastes like stale iron, but you're used to this.

You're used to [[living like a rat->fridge]].

<<elseif $blood\_sated is false and $blood\_text\_seen is true>>\

<<set $blood\_sated to true>>\

You drink today's bottle of blood. As you expected, it tastes [[awful->fridge]].

<<else>>\

According to your calculations, [[you don't need to drink blood now->fridge]].

<</if>>\

:: day\_1\_explore