Coffee_n_Roll

Introduction

```
<div class="container">
<div class="Background">
<img src="./Images/TitleScreen.png" class="Bkgd_img">
</div>
<div class="StartMenu">
                [["Commencer"|StartGame]]
</div>
</div>
```

Loge d'artiste

```
<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<<set setup.pantschecks to 0>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
```

```
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
```

```
                    <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 2>>
            <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 3>>
            <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 4>>
                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
        <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
        <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
        <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
        <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
        <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
        <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
        <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
    </div>
```

```
    <div class="textOpt">
Ma loge d'artiste est dans son état de désordre habituel. Tous les autres membres du groupe sont parties
visiter la ville excepté Garry qui joue avec  des batteries invisibles probablement après une nuit
blanche. Allongée à côté de lui est assise une jeune adulte punch au fruit qui joue à Human Crush sur
son smartphone d'un air un peu ennuyé.
Je vois qu'elle a poussé mes sweatpants de voyage à terre avant de s'étendre.
<<if setup.haveFakeArm is true>>
J'ai sur mon bureau le bras glaço-mécanique Wondasahi du vieux vin...
C'est un nouveau bas pour moi je crois.
[["Extraire le fragment de café du bras"|Arm_Extract][$sec = setup.seconds]]
<</if>><<if setup.focus is "FirstSongUnlockto">>
Dans le coin se trouve le coffre contenant les paroles de ma première chanson, je ne l'ai pas ouvert
depuis des années et je l'apporte avec moi simplement par habitude. J'ai même oublié la combinaison à
trois chiffres.
<</if>>
Sur le babillard se trouve quatre photos
[["Observer Photo 1"|Loge_Photo1][$sec = setup.seconds]]
[["Observer Photo 2"|Loge_Photo2][$sec = setup.seconds]]
[["Observer Photo 3"|Loge_Photo3][$sec = setup.seconds]]
[["Observer Photo 4"|Loge_Photo4][$sec = setup.seconds]]
<<if setup.FirstSongUnlock is false>>
[["Essayer d'ouvrir coffre"|Loge_CoffreEvent][$sec = setup.seconds]]<</if>><<if setup.gottenboost is
false>>
[["Regarder dans les poches du pantalon"|Pants_1][$sec = setup.seconds]]
<</if>>
[["Parler à Garry"|Loge d'artiste_Garry][$sec = setup.seconds]]
[["Parler à la jeune punch au fruit"|Loge d'artiste_Punch][$sec = setup.seconds]]
[["Aller dans la salle de concert"|Salle de Concert][$sec = setup.seconds]]
        </div>
</div>
```

Loge d'artiste_Garry
```
<<set $seconds to $sec>>
<<set setup.C2 to "HighCoffee">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
```

```
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
```

```
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "FakeArm">>

                            <img src="./Images/Char_FakeArm.png" class="Char_img">

                    <<elseif setup.C2 is "FruitPunch">>

                            <img src="./Images/Char_FruitPunch.png" class="Char_img">

                    <<elseif setup.C2 is "HighCoffee">>

                            <img src="./Images/Char_HighCoffee.png" class="Char_img">

                    <<elseif setup.C2 is "JuiceBoxGirl">>

                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                    <<elseif setup.C2 is "Security">>

                            <img src="./Images/Char_Security.png" class="Char_img">

                    <<elseif setup.C2 is "SuitcaseMafia">>

                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                    <<elseif setup.C2 is "BarWoman">>

                            <img src="./Images/Char_BarWoman.png" class="Char_img">

                    <</if>>

    </div>

    <div class="textOpt">

Je m'approche de Garry, ce dernier continue de jouer de la batterie sans me regarder.

    <<if setup.FirstSongUnlock is false>>

    [["Rappelle-moi le code du coffre."|Loge d'artiste_Garry_CoffreHelp][$sec = setup.seconds]]

      <</if>><<if setup.GarryDialogue is 0>>

[["Donc peux-tu m'aider?"|Loge d'artiste_Garry_NeedHelp1][$sec = setup.seconds]]

    <</if>><<if setup.GarryDialogue is 1>>

[["J'ai besoin de ton aide"|Loge d'artiste_Garry_NeedHelp2][$sec = setup.seconds]]

    <</if>><<if setup.GarryDialogue is 2>>

[["J'ai vraiment besoin de ton aide."|Loge d'artiste_Garry_NeedHelp3][$sec = setup.seconds]]

    <</if>>

[["Ne pas lui parler"|Loge d'artiste][$sec = setup.seconds]]

        </div>

</div>A


------------------------------------------------------------------------------------------------------------


Loge d'artiste_Punch

<<set $seconds to $sec>>

<<set setup.C2 to "FruitPunch">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

      <<elseif setup.location is "Bar">>
```

```
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
```

```
                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
        <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
        <<elseif setup.tealvl is 3>>
                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
        <<elseif setup.tealvl is 4>>
                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 1>>
        <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
        <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
        <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
        <<elseif setup.tealvl is 3>>
                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 2>>
        <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
        <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
        <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 3>>
        <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
        <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 4>>
                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                <img src="./Images/Char_Shifty.png" class="Char_img">
```

```
                <<elseif setup.C2 is "FakeArm">>

                    <img src="./Images/Char_FakeArm.png" class="Char_img">

                <<elseif setup.C2 is "FruitPunch">>

                    <img src="./Images/Char_FruitPunch.png" class="Char_img">

                <<elseif setup.C2 is "HighCoffee">>

                    <img src="./Images/Char_HighCoffee.png" class="Char_img">

                <<elseif setup.C2 is "JuiceBoxGirl">>

                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                <<elseif setup.C2 is "Security">>

                    <img src="./Images/Char_Security.png" class="Char_img">

                <<elseif setup.C2 is "SuitcaseMafia">>

                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                <<elseif setup.C2 is "BarWoman">>

                    <img src="./Images/Char_BarWoman.png" class="Char_img">

                <</if>>

    </div>

    <div class="textOpt">

Je m'approche de la jeune punch au fruit. Elle est au milieu d'une scéance de Human Crush où elle fait

d'étranges combinaisons de figures roses et brunes sur son cell.

    <<if setup.PunchGirl_SandyInfo is 1>>

[["Elle est où ton amie?"|Punch_SandyAmi1][$sec = setup.seconds]]

    <</if>><<if setup.PunchGirl_SandyInfo is 2>>

[["Rappelle-moi elle est où ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]

    <</if>><<if setup.PunchGirl is 0>>

[["Tu es une amie de Garry?"|Punch_Ami1][$sec = setup.seconds]]

    <</if>><<if setup.PunchGirl is 1>>

[["Alors tu fais quoi encore ici?"|Punch_Ami2][$sec = setup.seconds]]

    <</if>><<if setup.PunchGirlInfo is false>>

    [["Qu'est-ce que tu peux me dire sur Sodapolis?"|Punch_InfoSoda][$sec = setup.seconds]]

    <</if>><<if setup.PunchGirlInfo is true>>

    [["Qu'est-ce que tu disais sur Sodapolis déjà?"|Punch_RepeatInfoSoda][$sec = setup.seconds]]

    <</if>>

[["Ne pas lui parler"|Loge d'artiste][$sec = setup.seconds]]

        </div>

</div>
```

Salle de Concert

```
<<set setup.location to "Salle">>

<<set setup.C2 to "none">>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

          <<repeat 1s>>

                  <<set $seconds to $seconds - 1>>

                  <<if $seconds gt 0>>

                          <<replace "#countdown">>$seconds sec<</replace>>

                          <<set setup.seconds to $seconds>>

                  <<else>>

                          <<goto "EndManager">>

                          <<set setup.seconds to $seconds>>

                          <<stop>>

                  <</if>>

          <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
```

```
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
```

```
                        <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<<if setup.HommeMaletteConcertReady is true>>
<<if setup.HommeALamaletteConcertEnd is false>>
<<set setup.C2 to "SuitcaseMafia">>
Le gin à la malette fait jouer une pièce de 25 cents dans la paume de sa main. Lorsqu'il me voit, il me
pointe une guitare sur l'estrade.
Moi: C'est bien beau mais j'ai quoi en échange?
Le gin ne répond pas et pointe à nouveau l'estrade.
[["Aller sur l'estrade"|ConcertStart][$sec = setup.seconds]]
<</if>>
<</if>>
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
[["Aller au loge d'artiste"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>

--------------------------------------------------------------------------------------------------------
```

LobbyPrincipal

```
<<set setup.location to "Lobby">>

<<set setup.C2 to "none">>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
```

```
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
```

```
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Le lobby est étrangement peu peuplé malgré l'importance du centre. Une mère et un enfant jus de tomate
achètent un ballon et un groupe d'adolescents Soda magasinent.
<<if setup.HommeALamaletteEnd is false>>
Au bout du couloir se tient aussi un gin portant une valise.
[["Aller vers le Gin à la malette"|Homme_Mallette_1][$sec = setup.seconds]]
<</if>>
[["Aller dans la salle de concert"|Salle de Concert][$sec = setup.seconds]]
[["Aller au bar"|Bar][$sec = setup.seconds]]
[["Aller au musée"|Musée][$sec = setup.seconds]]
[["Aller aux arcades"|Arcades][$sec = setup.seconds]]
        </div>
</div>
```

Musée

```
<<set setup.location to "Musee">>

<<set $seconds to $sec>>

<<set setup.C2 to "none">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
```

```
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
```

```
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
Je rentre dans le musée. Un garde est là, défendant fiévreusement les artifacts contre une foule qui
n'existe pas.
<<if setup.MuseeFragmentTaken is false>>
<<set setup.MuseeFragmentInfo to true>>
Au milieu du musée se trouve un fragment de café derrière une vitre. Celui-ci est dans une salle isolée
fermée au public.
<<if setup.MuseeUniforme is false>>
[["Aller dans la salle au fragment"|Musee_FragmentRoom_fail][$sec = setup.seconds]]
<</if>><<if setup.MuseeUniforme is true>>
[["Aller dans la salle au fragment"|Musee_FragmentRoom_succed][$sec = setup.seconds]]
<</if>>
<</if>>
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
```

```
                </div>

</div>


------------------------------------------------------------------------------------------------------

Arcades

<<set setup.location to "Arcade">>

<<set setup.C2 to "none">>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

              <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

       <<elseif setup.location is "Bar">>

              <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

       <<elseif setup.location is "Salle">>

              <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

       <<elseif setup.location is "Lobby">>

              <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

       <<elseif setup.location is "Arcade">>

              <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

       <<elseif setup.location is "Musee">>

              <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

       <</if>>

   </div>

   <div class="timer"><span id="countdown">$seconds sec</span>

   <<silently>>

          <<repeat 1s>>

                 <<set $seconds to $seconds - 1>>

                 <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                 <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                 <</if>>

          <</repeat>>

   <</silently>></div>

   <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
```

```
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"

class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if

setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>

<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img

src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img

src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img

src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the

story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 2>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 3>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je rentre dans la salle d'arcade et regarde les enfants tirer des cantaloupes et des melons d'eau. Je
fais de mon mieux pour éviter de désaprouver ce niveau de violence extrême.
<<if setup.ArcadeFalseArm is false>>
En plein milieu de la salle, je vois un vieux vin rouge jouer à Dance Dance. Je suis étonné de le voire
faire la split dans un jeu qui ne le requiert pas. Il a tout de même l'air un peu débalancé avec son
faux bras glaço-mécanique.
[["Parler au vin"|Arcades_Vin1][$sec = setup.seconds]]
<</if>><<if setup.ArcadeThiefLeft is false>>
Au fond de la salle se trouve un Disaronno qui joue avec sa longue moustache. Il possède un badge sur sa
poitrine sur lequel il est écrit VOLEUR .
```

```
[["Parler au voleur"|Arcades_Voleur1][$sec = setup.seconds]]

<</if>>

[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]

        </div>

</div>

-------------------------------------------------------------------------------------------------------------------------


Bar

<<set setup.location to "Bar">>

<<set $seconds to $sec>>

<<set setup.C2 to "none">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>
```

```
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je rentre dans le bar. Une foule de gens dégustent du fromage et des noix qui se trouvent à l'intérieur
de leurs verres.
La bartender n'a plus rien à faire et regarde le match de Baseball entre les Red Sauce de Salcinaty et
les Blue grape de Wineipeg.
    <<if setup.SandyEventOver is false>>
    Au fond du bar, il y a une jeune demoiselle jus d'orange qui observe tristement une bague contenant au
bout un fragment de café.
```

```
    <</if>><<if setup.SandyEventOver is false>>
    <<if setup.SandyState is 0>>
    [["Parler à la jeune jus d'orange"|Bar_CindyIntro][$sec = setup.seconds]]
    <</if>><<if setup.SandyState is 1>>
    [["Parler à la jeune jus d'orange"|Bar_CindyIntro2_neutral][$sec = setup.seconds]]
    <</if>><<if setup.SandyState is 2>>
    [["Parler à la jeune jus d'orange"|Bar_CindyIntro4_neutral][$sec = setup.seconds]]
    <</if>><<if setup.SandyState is 3>>
    [["Parler à la jeune jus d'orange"|Bar_CindyIntro][$sec = setup.seconds]]
    <</if>><<if setup.SandyState is 4>>
    [["Parler à la jeune jus d'orange"|Bar_CindyIntro][$sec = setup.seconds]]
    <</if>><</if>>
[["Parler à la barmaid"|Bar_Barman][$sec = setup.seconds]]
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
        </div>
</div>

-------------------------------------------------------------------------------------

Loge d'artiste_Garry_NeedHelp1
<<set setup.GarryDialogue to 1>>
<<set setup.C2 to "HighCoffee">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
```

```
            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
```

```
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                            <<elseif setup.tealvl is 3>>
                                    <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 2>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 3>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                            <img src="./Images/Char_Shifty.png" class="Char_img">
                    <<elseif setup.C2 is "FakeArm">>
                            <img src="./Images/Char_FakeArm.png" class="Char_img">
                    <<elseif setup.C2 is "FruitPunch">>
                            <img src="./Images/Char_FruitPunch.png" class="Char_img">
                    <<elseif setup.C2 is "HighCoffee">>
                            <img src="./Images/Char_HighCoffee.png" class="Char_img">
                    <<elseif setup.C2 is "JuiceBoxGirl">>
                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                    <<elseif setup.C2 is "Security">>
                            <img src="./Images/Char_Security.png" class="Char_img">
                    <<elseif setup.C2 is "SuitcaseMafia">>
                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                    <<elseif setup.C2 is "BarWoman">>
```

```
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Garry me regarde d'un air vitreux.
<p style="color:rgb(255, 0, 0)">Café Garry:  Tout va bien, ne t'inquiète pas. La vie n'est qu'une
illusion.</p>
    <<if setup.FirstSongUnlock is false>>
    [["Rappelle-moi le code du coffre."|Loge d'artiste_Garry_CoffreHelp][$sec = setup.seconds]]
        <</if>><<if setup.GarryDialogue is 1>>
[["J'ai besoin de ton aide"|Loge d'artiste_Garry_NeedHelp2][$sec = setup.seconds]]
    <</if>>.
        <<if setup.GarryDialogue is 2>>
[["J'ai vraiment besoin de ton aide."|Loge d'artiste_Garry_NeedHelp3][$sec = setup.seconds]]
      <</if>>
[["Ok oublie ça"|Loge d'artiste][$sec = setup.seconds]]
            </div>
    </div>
```

Loge d'artiste_Garry_NeedHelp2
```
<<set setup.GarryDialogue to 2>>
<<set setup.C2 to "HighCoffee">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
```

```
<div class="timer"><span id="countdown">$seconds sec</span>
<<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
<</silently>></div>
<div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
<div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
Garry me regarde d'un air vitreux.
<p style="color:rgb(255, 0, 0)">Café Garry: Tout va bien. La vie est en harmonie avec elle même. Ne
sens-tu pas le vent soulever le sable?</p><p style="color:rgb(235, 235, 235)">Moi: Le sable?</p><p
style="color:rgb(255, 0, 0)">Café Garry: Cherches. Vas chercher le sable intérieur.</p>
    <<if setup.FirstSongUnlock is false>>
  [["Rappelle-moi le code du coffre."|Loge d'artiste_Garry_CoffreHelp][$sec = setup.seconds]]
    <</if>><<if setup.GarryDialogue is 2>>
[["J'ai vraiment besoin de ton aide."|Loge d'artiste_Garry_NeedHelp3][$sec = setup.seconds]]
  <</if>>
[["Ok oublie ça"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>

----------------------------------------------------------------------------------------------------------------

Loge d'artiste_Garry_NeedHelp3
<<set setup.GaryTalked to true>>
<<set setup.C2 to "HighCoffee">>
<<set setup.GarryDialogue to 2>>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
```

```
        </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>
```

```
                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
            <<elseif setup.tealvl is 3>>
                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 2>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 3>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 4>>
                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
```

```
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Garry me regarde d'un air vitreux.
<p style="color:rgb(255, 0, 0)">Café Garry: Ce n'est qu'une illusion. La vie n'est qu'une illusion.</p>
<p style="color:rgb(235, 235, 235)">Moi: Tu peux m'aider ou pas?</p><p style="color:rgb(255, 0, 0)">Café
Garry: Seul toi tu peux t'aider. Va voir l'homme à la valise au Lobby, il saura te montrer la voie. </p>
<<set setup.GaryTalked to true>>
    <<if setup.FirstSongUnlock is false>>
  [["Rappelle-moi le code du coffre."|Loge d'artiste_Garry_CoffreHelp][$sec = setup.seconds]]
     <</if>>
[["Ok je vais essayer ça"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

Punch_Ami1

```
<<set setup.PunchGirl to 1>>
<<set setup.C2 to "FruitPunch">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
```

```
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                              <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                      <<elseif setup.C2 is "BarWoman">>
                              <img src="./Images/Char_BarWoman.png" class="Char_img">
                      <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 51, 25)">Punch: Ami est un grand mot.</p><p style="color:rgb(235, 235,
235)">Moi: Connaissance?</p><p style="color:rgb(242, 51, 25)">Punch : Je dirais.. que ça aussi est un
grand mot.</p><p style="color:rgb(235, 235, 235)">Moi: Alors quel serait le mot?</p><p
style="color:rgb(242, 51, 25)">Punch: Je sais pas trop, on s'est rencontré dans une partie de dongeon et
dragon organisée par un ami jus de tomate et il m'a invité et il a passé la soirée allongé à fixer le
plafond, je sais même pas s'il sait que je suis là. Attends laisse moi vérifier. Gary Hello!</p><p
style="color:rgb(255, 0, 0)">Garry se retourne et me regarde un instant.</p><p style="color:rgb(255, 0,
0)">Garry: Hey à qui tu parles mec?</p>La jeune punch prend un air exaspéré et se replonge dans Human
Crush.
    <<if setup.PunchGirl is 1>>
     <<if setup.SeingSandy is false>>
[["Alors tu fais quoi encore ici?"|Punch_Ami2][$sec = setup.seconds]]
    <</if>><<if setup.SeingSandy is true>>
[["Alors tu fais quoi encore ici?"|Punch_SandySawAmi2][$sec = setup.seconds]]
    <</if>>
    <</if>><<if setup.PunchGirl_SandyInfo is 1>>
[["Elle est où ton amie?"|Punch_SandyAmi1][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirl_SandyInfo is 2>>
    [["Elle est où déjà ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is false>>
    [["Qu'est-ce que tu peux me dire sur Sodapolis?"|Punch_InfoSoda][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is true>>
    [["Qu'est-ce que tu disais sur Sodapolis déjà?"|Punch_RepeatInfoSoda][$sec = setup.seconds]]
    <</if>>
[["Bon je te laisse à Human Crush"|Loge d'artisse][$sec = setup.seconds]]
        </div>
</div>


-------------------------------------------------------------------------------------------------------------


Punch_InfoSoda
<<set setup.PunchGirlInfo to true>>
<<set setup.C2 to "FruitPunch">>
<<set $seconds to $sec>>
```

```
<div class="container">
<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

    <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

    <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

    <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

    <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

    <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

    <</if>>

</div>

<div class="timer"><span id="countdown">$seconds sec</span>

<<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

<</silently>></div>

<div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
```

```
<div class="C1"><<if setup.coffeelvl is 0>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
            <<elseif setup.tealvl is 3>>
                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
            <<elseif setup.tealvl is 4>>
                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 1>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
            <<elseif setup.tealvl is 3>>
                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 2>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 3>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 4>>
                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
```

```
      </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
              <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
              <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
              <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
              <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
              <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
              <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
              <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
              <</if>>
    </div>
    <div class="textOpt">
<<set setup.MuseeFragmentInfo to true>>
<p style="color:rgb(242, 51, 25)">Punch: Disons, il y a la plus grande communauté de gens eau dans une
petite ville isolée à quelques dizaines kilomètres d'ici, sinon on a le musée de brevages contemporains
pas très loin d'ici. Ah et on a un musée où il y a un paquet de truc vieux étranges du genre le premier
fragment de café qui a poussé à Sodapolis.</p><p style="color:rgb(235, 235, 235)">Moi: Ah ouais où ça?
</p><p style="color:rgb(242, 51, 25)">Punch: Tu prends l'avion, tu va traverser l'océan et puis tu fais
demi tour tu atterris à Sodapolis, tu reviens ici, tu sors de la salle de spectacle et c'est à ta
gauche.</p>
<<if setup.PunchGirl_SandyInfo is 1>>
[["Elle est où ton amie?"|Punch_SandyAmi1][$sec = setup.seconds]]
  <</if>><<if setup.PunchGirl_SandyInfo is 2>>
[["Rappelle-moi elle est où ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]
  <</if>><<if setup.PunchGirl is 0>>
[["Tu es une amie de Garry?"|Punch_Ami1][$sec = setup.seconds]]
  <</if>><<if setup.PunchGirl is 1>>
[["Alors tu fais quoi encore ici?"|Punch_Ami2][$sec = setup.seconds]]
  <</if>>
[["Bon je te laisse à Human Crush"|Loge d'artiste][$sec = setup.seconds]]
```

```
            </div>
    </div>

-----------------------------------------------------------------------------------------------------

Punch_RepeatInfoSoda
<<set setup.PunchGirl to 0>>
<<set setup.C2 to "FruitPunch">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
```

```
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
```

```
                              <<if setup.tealvl is 0>>
                                      <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                              <<elseif setup.tealvl is 1>>
                                      <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                              <</if>>
                        <<elseif setup.coffeelvl is 4>>
                                      <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                        <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                              <img src="./Images/Char_Shifty.png" class="Char_img">
                    <<elseif setup.C2 is "FakeArm">>
                              <img src="./Images/Char_FakeArm.png" class="Char_img">
                    <<elseif setup.C2 is "FruitPunch">>
                              <img src="./Images/Char_FruitPunch.png" class="Char_img">
                    <<elseif setup.C2 is "HighCoffee">>
                              <img src="./Images/Char_HighCoffee.png" class="Char_img">
                    <<elseif setup.C2 is "JuiceBoxGirl">>
                              <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                    <<elseif setup.C2 is "Security">>
                              <img src="./Images/Char_Security.png" class="Char_img">
                    <<elseif setup.C2 is "SuitcaseMafia">>
                              <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                    <<elseif setup.C2 is "BarWoman">>
                              <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
La jeune fille punch soupir un instant
<p style="color:rgb(242, 51, 25)">Punch: Bon écoute attentivement,  il y a la plus grande communauté de
gens eau dans une petite ville isolée à quelques dizaines kilomètres d'ici, sinon on a le musée de
brevages contemporains pas très loin d'ici. Ah et on a un musée où il y a un paquet de truc vieux
étranges du genre le premier fragment de café qui a poussé à Sodapolis.</p><p style="color:rgb(235, 235,
235)">Moi: Ah ouais où ça?</p><p style="color:rgb(242, 51, 25)">Punch: Tu prends l'avion, tu va
traverser l'océan et puis tu fais demi tour tu atterris à Sodapolis, tu reviens ici, tu sors de la salle
de spectacle et c'est à ta gauche.</p>  <<if setup.PunchGirl_SandyInfo is 1>>
[["Elle est où ton amie?"|Punch_SandyAmi1][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirl_SandyInfo is 2>>
```

```
[["Rappelle-moi elle est où ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]

    <</if>><<if setup.PunchGirl is 0>>
[["Tu es une amie de Garry?"|Punch_Ami1][$sec = setup.seconds]]

    <</if>><<if setup.PunchGirl is 1>>
[["Alors tu fais quoi encore ici?"|Punch_Ami2][$sec = setup.seconds]]

    <</if>>
[["Bon je te laisse à Human Crush"|Loge d'artiste][$sec = setup.seconds]]

        </div>

</div>
```

Punch_Ami2
```
<<set setup.PunchGirl_SandyInfo to 1>>

<<set setup.C2 to "FruitPunch">>

<<set setup.PunchGirl to 2>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>
```

```
                                        <<goto "EndManager">>
                                        <<set setup.seconds to $seconds>>
                                        <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
```

```
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                                <<elseif setup.tealvl is 2>>
                                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 3>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 4>>
                                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                        <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
        </div>
        <div class="textOpt">
<p style="color:rgb(242, 51, 25)">Punch: Je sais pas, Garry a toujours été mon membre du groupe préféré
et je suppose je vis le rêve, ou je m'ajuste à la réalité, un des deux.</p><p style="color:rgb(235, 235,
```

235)">Moi: Tu trouves vraiment que Garry est le meilleur membre du groupe?</p><p style="color:rgb(242, 51, 25)">Punch : T'aurais préféré que je dise que c'est toi?</p><p style="color:rgb(235, 235, 235)">Moi: Ouais.. j'imagine?</p><p style="color:rgb(242, 51, 25)">Punch: Si ça peut te consoler, c'est le cas d'une de mes amies. Elle a même acheté une stupide bague avec un fragment de café, probablement pour se sentir plus qu'elle a une espèce de connection avec ton groupe ou je sais pas.</p>   <<if setup.PunchGirl_SandyInfo is 1>>

[["Elle est où ton amie?"|Punch_SandyAmi1][$sec = setup.seconds]]

   <</if>><<if setup.PunchGirl_SandyInfo is 2>>

[["Rappelle-moi elle est où ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]

   <</if>><<if setup.PunchGirlInfo is false>>

   [["Qu'est-ce que tu peux me dire sur Sodapolis?"|Punch_InfoSoda][$sec = setup.seconds]]

   <</if>><<if setup.PunchGirlInfo is true>>

   [["Qu'est-ce que tu disais sur Sodapolis déjà?"|Punch_RepeatInfoSoda][$sec = setup.seconds]]

   <</if>>

[["Bon je te laisse à Human Crush"|Loge d'artiste][$sec = setup.seconds]]

        </div>

</div>

Punch_SandyAmi1

<<set setup.PunchGirl to 1>>

<<set setup.C2 to "FruitPunch">>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

       <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

       <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

       <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

       <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

       <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

       <</if>>

   </div>

   <div class="timer">$seconds sec

```
<<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>
```

```
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 51, 25)">Punch: Sandy pourquoi?</p><p style="color:rgb(235, 235, 235)">Moi:
J'avais pensé lui offrir un autographe.</p><p style="color:rgb(242, 51, 25)">Punch: Elle est au bar, tu
as un si grand coeur?</p><p style="color:rgb(235, 235, 235)">Moi : Oui quelque chose du genre</p>
<<if setup.PunchGirl_SandyInfo is 2>>
[["Rappelle-moi elle est où ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is false>>
    [["Qu'est-ce que tu peux me dire sur Sodapolis?"|Punch_InfoSoda][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is true>>
    [["Qu'est-ce que tu disais sur Sodapolis déjà?"|Punch_RepeatInfoSoda][$sec = setup.seconds]]
    <</if>>
[["Bon je te laisse à Human Crush"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

SandyPunch_Am21

```
<<set setup.C2 to "FruitPunch">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
```

```
<div class="timer"><span id="countdown">$seconds sec</span>
<<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
<</silently>></div>
<div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
<div class="C1"><<if setup.coffeelvl is 0>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 51, 25)">Punch: Sandy.</p><p style="color:rgb(235, 235, 235)">Moi:Sandy?</p><p
style="color:rgb(242, 51, 25)">Punch: Oui Sandy va la voir au bar si tu tiens tant à lui parler, je
pense que c'est moi qui ait besoin d'un verre .</p>
    <<if setup.PunchGirl_SandyInfo is 2>>
[["Rappelle-moi, comment elle s'appelle ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is false>>
    [["Qu'est-ce que tu peux me dire sur Sodapolis?"|Punch_InfoSoda][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is true>>
    [["Qu'est-ce que tu disais sur Sodapolis déjà?"|Punch_RepeatInfoSoda][$sec = setup.seconds]]
    <</if>>
[["Bon je te laisse à Human Crush"|Loge d'artiste][$sec = setup.seconds]]
</div>
</div>
```

Punch_SandySawAmi2
```
<<set setup.PunchGirl to 2>>
<<set $seconds to $sec>>
<<set setup.C2 to "FruitPunch">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
```

```
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>
```

```
                                    <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
```

<p style="color:rgb(242, 51, 25)">Punch: Je sais pas, Garry a toujours été mon membre du groupe préféré et je suppose je vis le rêve, ou je m'ajuste à la réalité, un des deux.</p><p style="color:rgb(235, 235, 235)">Moi: Tu trouves vraiment que Garry est le meilleur membre du groupe?</p><p style="color:rgb(242, 51, 25)">Punch : T'aurais préféré que je dise que c'est toi?</p><p style="color:rgb(235, 235, 235)">Moi: Ouais.. j'imagine?</p><p style="color:rgb(242, 51, 25)">Punch: Si ça peut te consoler, c'est le cas d'une de mes amis. Elle a même acheté une stupide bague avec un fragment de café, probablement pour se sentir plus proche de toi ou je sais pas.</p><p style="color:rgb(235, 235, 235)">Moi: Ahh euhhh ouais il y a des gens comme ça je présume.</p><p style="color:rgb(242, 51, 25)">Punch: Attends de la voir et tu verra.</p><p style="color:rgb(235, 235, 235)">Moi: Exact j'attends... parce que je l'ai jamais vu.</p>

```
<<if setup.PunchGirl_SandyInfo is 1>>
[["Elle est où ton amie?"|Punch_SandyAmi1][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirl_SandyInfo is 2>>
[["Rappelle-moi elle est où ton amie?"|SandyPunch_Am21][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is false>>
    [["Qu'est-ce que tu peux me dire sur Sodapolis?"|Punch_InfoSoda][$sec = setup.seconds]]
    <</if>><<if setup.PunchGirlInfo is true>>
    [["Qu'est-ce que tu disais sur Sodapolis déjà?"|Punch_RepeatInfoSoda][$sec = setup.seconds]]
    <</if>>
[["Bon je te laisse à Human Crush"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

Bar_CindyIntro
```
<<set $seconds to $sec>>
<<set setup.C2 to "JuiceBoxGirl">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
```

```
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
```

```
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "FruitPunch">>
                            <img src="./Images/Char_FruitPunch.png" class="Char_img">
                    <<elseif setup.C2 is "HighCoffee">>
                            <img src="./Images/Char_HighCoffee.png" class="Char_img">
                    <<elseif setup.C2 is "JuiceBoxGirl">>
                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                    <<elseif setup.C2 is "Security">>
                            <img src="./Images/Char_Security.png" class="Char_img">
                    <<elseif setup.C2 is "SuitcaseMafia">>
                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                    <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
Je m'approche de la jeune jus d'orange. Je la regarde dans le vide pour un instant puis jette un coup
d'oeil sur le fragment de café qui est sur sa bague.
    <<if setup.SandyEventOver is false>>
    [["Ce bar ne mérite pas une jus d'orange comme toi"|Bar_CindyIntro1_1][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Cette place est libre?"|Bar_CindyIntro1_2][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Qu'est-ce qui vous emmène à Sodapolis?"|Bar_CindyIntro1_3][$sec = setup.seconds]]
    <</if>>
[["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]
        </div>
</div>
```

Bar_Barman

```
<<set setup.SandyState to 2>>
<<set setup.C2 to "BarWoman">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
```

```
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
```

```
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "FruitPunch">>

                            <img src="./Images/Char_FruitPunch.png" class="Char_img">

                    <<elseif setup.C2 is "HighCoffee">>

                            <img src="./Images/Char_HighCoffee.png" class="Char_img">

                    <<elseif setup.C2 is "JuiceBoxGirl">>

                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                    <<elseif setup.C2 is "Security">>

                            <img src="./Images/Char_Security.png" class="Char_img">

                    <<elseif setup.C2 is "SuitcaseMafia">>

                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                    <<elseif setup.C2 is "BarWoman">>

                            <img src="./Images/Char_BarWoman.png" class="Char_img">

                    <</if>>

    </div>

    <div class="textOpt">

La bartender est seule et fait et défait une série de drinks à base d'amandes.

    <<if setup.BoissonVege is false>>

    [["Vous avez quoi à boire ici?"|Bar_Vege][$sec = setup.seconds]]

    <</if>>

[["Tu peux me dire quoi sur la fille dans le fond?"|Bar_InfoSandy][$sec = setup.seconds]]

[["Je vous laisse travailler"|Bar][$sec = setup.seconds]]

        </div>

</div>
```

Bar_CindyIntro1_1

```
<<set setup.SandyState to 4>>

<<set $seconds to $sec>>

<<set setup.C2 to "JuiceBoxGirl">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>
```

```
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
          <<repeat 1s>>
                  <<set $seconds to $seconds - 1>>
                  <<if $seconds gt 0>>
                          <<replace "#countdown">>$seconds sec<</replace>>
                          <<set setup.seconds to $seconds>>
                  <<else>>
                          <<goto "EndManager">>
                          <<set setup.seconds to $seconds>>
                          <<stop>>
                  <</if>>
          <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
```

```
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
```

```
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je m'approche et relève mes lunettes de soleil pour révéler mon identité. Elle me regarde avec un
sourire débordant.
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : C'est flatteur, et que fait un café
comme vous dans une city comme celle-ci.</p><p style="color:rgb(235, 235, 235)">Moi: Tu n'avais pas une
petite idée?</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Plus qu'une petite idée.  Au fait
je m'appelle...</p><p style="color:rgb(235, 235, 235)">Moi: Chut! Attends laisse-moi deviner.</p>
    <<if setup.SandyEventOver is false>>
    [["Sandy"|Bar_CindyIntro2_right][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Brigite"|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Windy "|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
    <</if>>
    [["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]
        </div>
</div>
```

Bar_CindyIntro1_2
```
<<set setup.SandyState to 4>>
<<set $seconds to $sec>>
<<set setup.C2 to "JuiceBoxGirl">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
```

```
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
```

```
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
```

```
                <<elseif setup.C2 is "FruitPunch">>

                        <img src="./Images/Char_FruitPunch.png" class="Char_img">

                <<elseif setup.C2 is "HighCoffee">>

                        <img src="./Images/Char_HighCoffee.png" class="Char_img">

                <<elseif setup.C2 is "JuiceBoxGirl">>

                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                <<elseif setup.C2 is "Security">>

                        <img src="./Images/Char_Security.png" class="Char_img">

                <<elseif setup.C2 is "SuitcaseMafia">>

                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                <<elseif setup.C2 is "BarWoman">>

                        <img src="./Images/Char_BarWoman.png" class="Char_img">

                <</if>>

    </div>

    <div class="textOpt">
Je m'approche et relève mes lunettes de soleil pour révéler mon identité. Elle me regarde avec un
sourire débordant.
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : Elle est très en demande je dois
admettre mais j'imagine je pourrais vous laisser la prendre.</p><p style="color:rgb(235, 235, 235)">Moi:
Quel honneur, je m'appelle Phill Tannin au fait. Je dis en sortant mon plus beau sourire.</p><p
style="color:rgb(235, 235, 235)">Moi: Tu as peut-être entendu mon nom quelque part</p><p
style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Quelque part oui, mais je ne veux pas briser votre
effet de surprise. </p><p style="color:rgb(235, 235, 235)">Moi: Alors faisons comme si c'était la
première fois. </p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Je m'appelle..</p><p
style="color:rgb(235, 235, 235)">Moi: laisse-moi l'honneur de deviner, j'ai un talent pour ça.</p>
    <<if setup.SandyEventOver is false>>
    [["Sandy"|Bar_CindyIntro2_right][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Brigite"|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Windy "|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
    <</if>>
      [["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]
        </div>

</div>
```

Bar_CindyIntro1_3

```
<<set $seconds to $sec>>

<<set setup.C2 to "JuiceBoxGirl">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
```

```
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
```

```
                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
   </div>
   <div class="textOpt">
Je m'approche et relève mes lunettes de soleil pour révéler mon identité. Elle me regarde avec un
sourire débordant.
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : Vous principalement.</p><p
style="color:rgb(235, 235, 235)">Moi: Intéressant, je m'appelle Phill Tannin au fait. Tu as peut-être
entendu mon nom quelque part</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Quelque part oui,
mais je ne veux pas briser votre effet de surprise. </p><p style="color:rgb(235, 235, 235)">Moi: Alors
faisons comme si c'était la première fois. Mais laisse moi deviner ton nom,  J'ai un don pour ça, je
suis sûre que tu t'appelles...</p>
   <<if setup.SandyEventOver is false>>
   [["Sandy"|Bar_CindyIntro2_right][$sec = setup.seconds]]
   <</if>><<if setup.SandyEventOver is false>>
   [["Brigite"|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
   <</if>><<if setup.SandyEventOver is false>>
   [["Windy "|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
   <</if>>
    [["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]
```

```
            </div>

</div>


-----------------------------------------------------------------------------------------------------

**Bar_CindyIntro2_right**

<<set setup.SandyState to 1>>

<<set setup.C2 to "JuiceBoxGirl">>

    <<set setup.SandyPoint to setup.SandyPoint+1>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
```

```
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
```

```
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : Ouais, mon dieu vous êtes fantastique.
</p><p style="color:rgb(235, 235, 235)">Moi: J'y peux rien, je suis débordé de talent. Alors dis-moi as-
tu un monsieur jus d'orange qui t'attends dans ton coin.  </p><p style="color:rgb(242, 101, 34)">Jeune
Jus d'Orange: Non je suis tout à fait disponible. </p><p style="color:rgb(235, 235, 235)">Moi: Étonnant.
</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'orange: Comment ça?</p>
    <<if setup.SandyEventOver is false>>
    [["Disons je sais que j'ai une soudaine envie d'une dose de vitamine C"|Bar_CindyIntro3_1][$sec =
setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
```

```
      [["Parce que tu es comme un soleil"|Bar_CindyIntro3_2][$sec = setup.seconds]]

    <</if>><<if setup.SandyEventOver is false>>

    [["Tu sembles comme quelqu'un de bien."|Bar_CindyIntro3_3][$sec = setup.seconds]]

    <</if>>

[["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]

        </div>

</div>


----------------------------------------------------------------------------------------------------


Bar_CindyIntro2_wrong

<<set setup.SandyState to 1>>

<<set setup.C2 to "JuiceBoxGirl">>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>
```

```
                    <</if>>
          <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
```

```
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
          <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
          <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
          <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
          <<elseif setup.C2 is "FakeArm">>
                  <img src="./Images/Char_FakeArm.png" class="Char_img">
          <<elseif setup.C2 is "FruitPunch">>
                  <img src="./Images/Char_FruitPunch.png" class="Char_img">
          <<elseif setup.C2 is "HighCoffee">>
                  <img src="./Images/Char_HighCoffee.png" class="Char_img">
          <<elseif setup.C2 is "JuiceBoxGirl">>
                  <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
          <<elseif setup.C2 is "Security">>
                  <img src="./Images/Char_Security.png" class="Char_img">
          <<elseif setup.C2 is "SuitcaseMafia">>
                  <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
          <<elseif setup.C2 is "BarWoman">>
                  <img src="./Images/Char_BarWoman.png" class="Char_img">
          <</if>>
  </div>
  <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : C'est exactement... pas ça. Je suis Sandy, mais
c'est pas grave.</p><p style="color:rgb(235, 235, 235)">Moi: Pardon, alors dis-moi as-tu un monsieur jus
d'orange qui t'attends dans ton coin.  </p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Non je
suis tout à fait disponible. </p><p style="color:rgb(235, 235, 235)">Moi: Étonnant.</p><p
style="color:rgb(242, 101, 34)">Jeune Jus d'orange: Comment ça?</p>
```

```
<<if setup.SandyEventOver is false>>

[["Disons je sais que j'ai une soudaine envie d'une dose de vitamine C"|Bar_CindyIntro3_1][$sec =
setup.seconds]]

<</if>><<if setup.SandyEventOver is false>>

[["Parce que tu es comme un soleil"|Bar_CindyIntro3_2][$sec = setup.seconds]]

<</if>><<if setup.SandyEventOver is false>>

[["Tu sembles comme quelqu'un de bien."|Bar_CindyIntro3_3][$sec = setup.seconds]]

<</if>>

[["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]

        </div>

</div>


----------------------------------------------------------------------------------------------------------------


Bar_CindyIntro3_1

<<set $seconds to $sec>>

<<set setup.C2 to "JuiceBoxGirl">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>
```

```
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : Je te l'offrirai volontié.</p><p
style="color:rgb(235, 235, 235)">Moi: J'en prends note, mais que diraient tes parents? </p><p
```

style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Oh ils seraient dévastés. Ils essaient sans cesse de me matcher avec un jeune champagne. Ils veulent des Mimosa comme petits enfants. C'est tellement cliché.
</p>

```
    <<if setup.SandyEventOver is false>>
    [["Tu me ferais visiter Orange City un jour?"|Bar_CindyIntro4_wrong][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Tu me ferais visiter Orange Country un jour?"|Bar_CindyIntro4_right][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Tu me ferais visiter Pulp Country un jour?."|Bar_CindyIntro4_wrong][$sec = setup.seconds]]
    <</if>>
          </div>
</div>
```

Bar_CindyIntro3_2
```
<<set $seconds to $sec>>
<<set setup.C2 to "JuiceBoxGirl">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
          <<repeat 1s>>
                  <<set $seconds to $seconds - 1>>
                  <<if $seconds gt 0>>
                          <<replace "#countdown">>$seconds sec<</replace>>
                          <<set setup.seconds to $seconds>>
```

```
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
```

```
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : Ah oui?</p><p style="color:rgb(235,
```

235, 235)">Moi: Oui, tu es orange et tu réchauffe mon coeur.</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : J'aimerais bien être votre soleil. </p><p style="color:rgb(235, 235, 235)">Moi: J'en prends note, mais que diraient tes parents? </p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Oh ils seraient dévastés. Ils essaient sans cesse de me matcher avec un Jeune champagne. Ils veulent des Mimosa comme petits enfants. C'est tellement cliché. </p>

```
<<if setup.SandyEventOver is false>>
[["Tu me ferais visiter Orange City un jour?"|Bar_CindyIntro4_wrong][$sec = setup.seconds]]
<</if>><<if setup.SandyEventOver is false>>
[["Tu me ferais visiter Orange Country un jour?"|Bar_CindyIntro4_right][$sec = setup.seconds]]
<</if>><<if setup.SandyEventOver is false>>
[["Tu me ferais visiter Pulp Country un jour?."|Bar_CindyIntro4_wrong][$sec = setup.seconds]]
<</if>>
        </div>
</div>
```

Bar_CindyIntro3_3

```
<<set $seconds to $sec>>
<<set setup.C2 to "JuiceBoxGirl">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
```

```
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
```

```
                                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
```

```
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Merci, je pense l'être en effet.</p><p
style="color:rgb(235, 235, 235)">Moi: Je pense que tu serais parfaite pour moi.</p><p
style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: (rigole) : Je le pense aussi. </p><p
style="color:rgb(235, 235, 235)">Moi: J'en prends note, mais que diraient tes parents? </p><p
style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Oh ils seraient dévastés. Ils essaient sans cesse de
me matcher avec un Jeune champagne. Ils veulent des Mimosa comme petits enfants. C'est tellement cliché.
</p>
  <<if setup.SandyEventOver is false>>
  [["Tu me ferais visiter Orange City un jour?"|Bar_CindyIntro4_wrong][$sec = setup.seconds]]
  <</if>><<if setup.SandyEventOver is false>>
  [["Tu me ferais visiter Orange Country un jour?"|Bar_CindyIntro4_right][$sec = setup.seconds]]
  <</if>><<if setup.SandyEventOver is false>>
  [["Tu me ferais visiter Pulp Country un jour?."|Bar_CindyIntro4_wrong][$sec = setup.seconds]]
  <</if>>
        </div>
</div>
```

Bar_CindyIntro4_wrong
```
<<set setup.SandyState to 2>>
<<set setup.C2 to "JuiceBoxGirl">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
```

```
    <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>
```

```
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : Je pourrais si je connaissais cet endroit.</p><p
style="color:rgb(235, 235, 235)">Moi: Ah...? </p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange:
C'est pas grave. Je peux vous avouer quelque chose d'embarassant?</p><p style="color:rgb(235, 235,
235)">Moi: Toujours.</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: J'ai souvent rêvé à vous.
</p><p style="color:rgb(235, 235, 235)">Moi: Dans le passé?</p><p style="color:rgb(242, 101, 34)">Jeune
Jus d'Orange: Dans le passé, dans le présent et probablement dans le future.</p><p style="color:rgb(235,
235, 235)">Moi: t'aimerais que je fasse partie de ce future?</p><p style="color:rgb(242, 101, 34)">Jeune
Jus d'Orange: Peut-être....</p>  <<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Mimosa?"|Bar_CindyIntro5_right][$sec =
setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Martini?"|Bar_CindyIntro5_wrong][$sec =
setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Mousseux?"|Bar_CindyIntro5_wrong][$sec =
setup.seconds]]
    <</if>>
[["Je dois retourner au bar, je reviens "|Bar][$sec = setup.seconds]]
        </div>
</div>

-------------------------------------------------------------------------------------------------------------


Bar_CindyIntro4_right
<<set setup.SandyState to 2>>
<<set setup.C2 to "JuiceBoxGirl">>
  <<set setup.SandyPoint to setup.SandyPoint+1>>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
```

```
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
```

```
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : J'en rêve.</p><p style="color:rgb(235, 235,
235)">Moi: C'est quelque chose à considérer alors </p><p style="color:rgb(242, 101, 34)">Jeune Jus
d'Orange: En effet, c'est embarassant à admettre, mais j'ai souvent rêvé a vous. </p><p
style="color:rgb(235, 235, 235)">Moi: Dans le passé?</p><p style="color:rgb(242, 101, 34)">Jeune Jus
d'Orange: Dans le passé, dans le présent et même dans le future.</p><p style="color:rgb(235, 235,
235)">Moi: t'aimerais que je fasse partie de ce future?</p><p style="color:rgb(242, 101, 34)">Jeune Jus
d'Orange: Peut-être....</p>
    <<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Mimosa?"|Bar_CindyIntro5_right][$sec =
setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Martini?"|Bar_CindyIntro5_wrong][$sec =
setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Mousseux?"|Bar_CindyIntro5_wrong][$sec =
setup.seconds]]
    <</if>>
[["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]
        </div>
</div>
```

Bar_CindyIntro5_right

```
<<set $seconds to $sec>>
<<set setup.C2 to "JuiceBoxGirl">>
```

```
    <<set setup.SandyPoint to setup.SandyPoint+1>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
```

```
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
```

```
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
        <<set setup.SandyPoint to setup.SandyPoint+1>>
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : Ça va aller, je n'ai jamais été du genre
traditionnel .</p><p style="color:rgb(235, 235, 235)">Moi: Moi non plus. </p>
    <<if setup.SandyPoint lt 2>>
    <<set setup.Sandyfailed to true>>
    <p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Bon, ça a été un plaisir de faire ta
connaissance.</p>
    <p style="color:rgb(235, 235, 235)">Moi: Je pense que vous êtes le jus d'orange de ma vie</p>
 <p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Disons, t'es pas exactement comment je
t'imaginais.</p>
 <p style="color:rgb(235, 235, 235)">Moi: Mais...</p>
 <p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Je préfère Gary de toute façon.</p>
    [["Bon, bye alors "|Bar][$sec = setup.seconds]]
    <</if>><<if setup.SandyPoint gt 1>>
    <p style="color:rgb(242, 101, 34)">Jeune jus d'orange: Mon dieu je pense que je vous aime.</p>
    [["(Prendre le fragment de café)Moi aussi je t'aime, marrions-nous! "|Bar_CindyIntro5_Accept][$sec =
setup.seconds]]
```

```
        [["(Refuser le fragment de café)Je suis désolé "|Bar_CindyIntro5_refus][$sec = setup.seconds]]

    <</if>>

            </div>

</div>


-----------------------------------------------------------------------------------------------------------


Bar_CindyIntro5_wrong

<<set $seconds to $sec>>

<<set setup.C2 to "JuiceBoxGirl">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
```

```
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
```

```
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : Je n'y ai jamais pensé de toute façon.</p><p
style="color:rgb(235, 235, 235)">Moi: J'ai dû me tromper. </p><p style="color:rgb(242, 101, 34)">Jeune
Jus d'Orange : Je pense oui.</p>  <<if setup.SandyPoint lt 2>>
    <<set setup.Sandyfailed to true>>
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Bon, ça a été un plaisir de faire ta
connaissance.</p>
    <p style="color:rgb(235, 235, 235)">Moi: Je pense que vous êtes le jus d'orange de ma vie</p>
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Disons, t'es pas exactement comment je
t'imaginais.</p>
```

```
  <p style="color:rgb(235, 235, 235)">Moi: Mais...</p>
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Bonne soirée.</p>
  [["Bon, bye alors "|Bar][$sec = setup.seconds]]
  <</if>><<if setup.SandyPoint gt 1>>
  <p style="color:rgb(242, 101, 34)">Jeune jus d'orange: Mon dieu je pense que je vous aime.</p>
  [["(Prendre le fragment de café)Moi aussi je t'aime, marions-nous! "|Bar_CindyIntro5_Accept][$sec =
setup.seconds]]
  [["(Refuser le fragment de café)Mais tu me connais pas "|Bar_CindyIntro5_refus][$sec = setup.seconds]]
  <</if>>
        </div>
</div>


-----------------------------------------------------------------------------------------------------------


Bar_CindyIntro5_Accept
<<set $seconds to $sec>>
<<set setup.C2 to "JuiceBoxGirl">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
```

```
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
```

```
                          <<if setup.tealvl is 0>>
                                  <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                          <<elseif setup.tealvl is 1>>
                                  <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                          <<elseif setup.tealvl is 2>>
                                  <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                          <</if>>
                  <<elseif setup.coffeelvl is 3>>
                          <<if setup.tealvl is 0>>
                                  <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                          <<elseif setup.tealvl is 1>>
                                  <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                          <</if>>
                  <<elseif setup.coffeelvl is 4>>
                                  <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                  <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                          <img src="./Images/Char_Shifty.png" class="Char_img">
                  <<elseif setup.C2 is "FakeArm">>
                          <img src="./Images/Char_FakeArm.png" class="Char_img">
                  <<elseif setup.C2 is "FruitPunch">>
                          <img src="./Images/Char_FruitPunch.png" class="Char_img">
                  <<elseif setup.C2 is "HighCoffee">>
                          <img src="./Images/Char_HighCoffee.png" class="Char_img">
                  <<elseif setup.C2 is "JuiceBoxGirl">>
                          <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                  <<elseif setup.C2 is "Security">>
                          <img src="./Images/Char_Security.png" class="Char_img">
                  <<elseif setup.C2 is "SuitcaseMafia">>
                          <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                  <<elseif setup.C2 is "BarWoman">>
                          <img src="./Images/Char_BarWoman.png" class="Char_img">
                  <</if>>
  </div>
  <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : Quand?</p><p style="color:rgb(235, 235,
235)">Moi: Maintenant, tout de suite!</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : Oui!
```

Oui! Et pour la bague?</p> Je regarde un instant sa bague possédant un fragment de café au bout. Elle retire sa bague et la tend vers moi.</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : Voici pour vous le café de ma vie.</p><p style="color:rgb(235, 235, 235)">Moi: Mon dieu, je suis le café le plus heureux au monde. Je suis infusé de bonheur. Je dois retourner me préparer pour ce soir, mais j'ai déjà hâte de passer le reste de ma vie à tes côtés.</p>Elle saute de joie et je m'éloigne tranquillement. Dès qu'elle a le dos tourné je mange le morceau de café qui se trouve au bout de la bague et ressent la caféine en moi.</p>

```
<<set setup.coffeelvl to setup.coffeelvl+1>>
 <<set setup.SandyEventOver to true>>
 [["Retour au bar "|Bar][$sec = setup.seconds]]
        </div>
</div>
```

Bar_CindyIntro5_refus

```
<<set setup.tealvl to setup.tealvl+1>>
<<set setup.C2 to "JuiceBoxGirl">>
<<set setup.SandyEventOver to true>>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
   </div>
   <div class="timer"><span id="countdown">$seconds sec</span>
   <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
```

```
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
```

```
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
```

```
    <div class="textOpt">
<p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange : Qu'est-ce que tu veux dire.</p><p
style="color:rgb(235, 235, 235)">Moi: Je ne peux pas te marier, je ne peux pas faire ça juste pour ton
fragment de café.</p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange:Oh...</p>Dit-elle en
regardant son fragment d'un air triste.
<p style="color:rgb(235, 235, 235)">Moi: Tu peux trouver mieux, je suis juste un vieux café qui vient de
perdre sa caféine. </p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Et moi je ne suis qu'une
jeune jus d'orange loins de chez elle..</p><p style="color:rgb(235, 235, 235)">Moi: Ça va aller, tout va
bien aller. Prends soin de to Sandy</p>Je lance un sourire à Sandy et quitte la table. Je n'ai pas eut
ce fragment de café mais je sens quelque chose évoluer en moi.
<<set setup.tealvl to setup.tealvl+1>>
[["Retour au bar "|Bar][$sec = setup.seconds]]
        </div>
</div>
```

Bar_CindyIntro2_neutral
```
<<set setup.SandyState to 1>>
<<set setup.C2 to "JuiceBoxGirl">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
   </div>
   <div class="timer"><span id="countdown">$seconds sec</span>
   <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
```

```
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
```

```
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
        <<elseif setup.C2 is "FakeArm">>
                <img src="./Images/Char_FakeArm.png" class="Char_img">
        <<elseif setup.C2 is "FruitPunch">>
                <img src="./Images/Char_FruitPunch.png" class="Char_img">
        <<elseif setup.C2 is "HighCoffee">>
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
        <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
        <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
        <<elseif setup.C2 is "SuitcaseMafia">>
                <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
        <<elseif setup.C2 is "BarWoman">>
                <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
```

```
    </div>
  <div class="textOpt">
<p style="color:rgb(235, 235, 235)">Moi: Alors dis-moi as-tu un jus d'orange qui t'attends dans ton
coin.  </p><p style="color:rgb(242, 101, 34)">Jeune Jus d'Orange: Non je suis tout à fait disponible.
</p><p style="color:rgb(235, 235, 235)">Moi: Étonnant.</p><p style="color:rgb(242, 101, 34)">Jeune Jus
d'orange: Comment ça?</p>
  <<if setup.SandyEventOver is false>>
  [["Disons, je sais que j'ai une soudaine envie d'une dose de vitamine C"|Bar_CindyIntro3_1][$sec =
setup.seconds]]
  <</if>><<if setup.SandyEventOver is false>>
  [["Parce que tu es comme un soleil"|Bar_CindyIntro3_2][$sec = setup.seconds]]
  <</if>><<if setup.SandyEventOver is false>>
  [["Tu sembles comme quelqu'un de bien."|Bar_CindyIntro3_3][$sec = setup.seconds]]
  <</if>>
[["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]
        </div>
</div>
```

Bar_CindyIntro4_neutral

```
<<set setup.SandyState to 2>>
<<set setup.C2 to "JuiceBoxGirl">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
```

```
<<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>
```

```
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(235, 235, 235)">Moi: Rebonjour on disait? </p><p style="color:rgb(242, 101,
34)">Jeune Jus d'Orange: Je disais, et c'est embarassant à admettre, mais j'ai souvent rêvé a vous. </p>
<p style="color:rgb(235, 235, 235)">Moi: Dans le passé?</p><p style="color:rgb(242, 101, 34)">Jeune Jus
d'Orange: Dans le passé, dans le présent et même dans le future.</p><p style="color:rgb(235, 235,
235)">Moi: t'aimerais que je fasse partie de ce future?</p><p style="color:rgb(242, 101, 34)">Jeune Jus
d'Orange: Peut-être....</p>
    <<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Mimosa?"|Bar_CindyIntro5_right][$sec =
setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Martini?"|Bar_CindyIntro5_wrong][$sec =
setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Ça ne te manquerait pas de ne pas avoir d'enfants Mousseux?"|Bar_CindyIntro5_wrong][$sec =
setup.seconds]]
    <</if>>
[["Je dois retourner au bar, je reviens"|Bar][$sec = setup.seconds]]
        </div>
</div>

----------------------------------------------------------------------------------------------------

Homme_Mallette_1
<<set $seconds to $sec>>
<<set setup.C2 to "SuitcaseMafia">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
```

```
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
          <<repeat 1s>>
                  <<set $seconds to $seconds - 1>>
                  <<if $seconds gt 0>>
                          <<replace "#countdown">>$seconds sec<</replace>>
                          <<set setup.seconds to $seconds>>
                  <<else>>
                          <<goto "EndManager">>
                          <<set setup.seconds to $seconds>>
                          <<stop>>
                  <</if>>
          <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
```

```
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
```

```
                <<elseif setup.C2 is "JuiceBoxGirl">>

                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                <<elseif setup.C2 is "Security">>

                        <img src="./Images/Char_Security.png" class="Char_img">

                <<elseif setup.C2 is "SuitcaseMafia">>

                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                <<elseif setup.C2 is "BarWoman">>

                        <img src="./Images/Char_BarWoman.png" class="Char_img">

                <</if>>

    </div>

    <div class="textOpt">

Je m'approche du gin à la malette. Ce dernier regarde autour de lui, l'air suspicieux

[["Parler au Gin à la malette"|Homme_Mallette_Talk][$sec = setup.seconds]]

[["Tenter de voler la malette"|Homme_Mallette_SequenceFail][$sec = setup.seconds]]

<<if setup.GaryTalked is true>>

[["Mentionner Gary à l'homme à la malette"|Homme_Mallette_TalkGary][$sec = setup.seconds]]

<</if>>

[["Retour au Lobby"|LobbyPrincipal][$sec = setup.seconds]]

        </div>

</div>

----------------------------------------------------------------------------------------------------------------

Homme_Mallette_Talk

<<set $seconds to $sec>>

<<set setup.C2 to "SuitcaseMafia">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>
```

```
        </div>
        <div class="timer"><span id="countdown">$seconds sec</span>
        <<silently>>
                <<repeat 1s>>
                        <<set $seconds to $seconds - 1>>
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
```

```
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
```

```
                <<elseif setup.C2 is "SuitcaseMafia">>

                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

            <<elseif setup.C2 is "BarWoman">>

                    <img src="./Images/Char_BarWoman.png" class="Char_img">

            <</if>>

  </div>

  <div class="textOpt">

Le gin à la malette me regarde un instant puis rebaisse les yeux sans rien dire.

[["Retour au Lobby"|LobbyPrincipal][$sec = setup.seconds]]

        </div>

</div>

-------------------------------------------------------------------------------------------------------------------


Homme_Mallette_SequenceFail

<<set $seconds to $sec>>

<<set setup.C2 to "SuitcaseMafia">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

            <<set $seconds to $seconds - 1>>

            <<if $seconds gt 0>>

                    <<replace "#countdown">>$seconds sec<</replace>>

                    <<set setup.seconds to $seconds>>

            <<else>>
```

```
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je prends mon élan et je fonce sur l'homme à la malette. Je sens mon café tourner, je sens la force du
dragon me submerger. La malette est à portée, je la vois se rapprocher, je sens l'odeur du fragment.
```

Puis soudainement, le vide, je flotte, je vole. Et lorsque j'atterris sur le sol, je vois le gin à la malette essuyer son veston et partir. Je me relève l'air bredouille.

```
<<set setup.HommeALamaletteEnd to true>>
[["Retour au Lobby"|LobbyPrincipal][$sec = setup.seconds]]

        </div>
</div>
```

Homme_Mallette_TalkGary

```
<<set $seconds to $sec>>
<<set setup.C2 to "SuitcaseMafia">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
          <<repeat 1s>>
                  <<set $seconds to $seconds - 1>>
                  <<if $seconds gt 0>>
                          <<replace "#countdown">>$seconds sec<</replace>>
                          <<set setup.seconds to $seconds>>
                  <<else>>
                          <<goto "EndManager">>
                          <<set setup.seconds to $seconds>>
                          <<stop>>
                  <</if>>
          <</repeat>>
```

```
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
L'homme gin à la malette me regarde un instant puis prend une pause et commence à me parler d'une voix
profonde.
Gin à la malette: Rejoins-moi dans la salle de concert, et on pourra parler.
Le gin à la malette quitte le Lobby.
<<set setup.HommeALamaletteEnd to true>>
<<set setup.HommeMaletteConcertReady to true>>
[["Retour au Lobby"|LobbyPrincipal][$sec = setup.seconds]]
```

```
                    </div>

</div>

-----------------------------------------------------------------------------------------------------------

ConcertStart

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
```

```
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
   </div>
   <div class="textOpt">
Je prends la guitare et regarde le regard neutre du gin à la malette.
Le gin à la malette me fixe d'un air morne.
[["Jouer un de mes hits"|ConcertStart][$sec = setup.seconds]]
<<if setup.FirstSongUnlock is false>>
[["Jouer ma première chanson"|ConcertStart1_failed][$sec = setup.seconds]]
<</if>><<if setup.FirstSongUnlock is true>>
[["Jouer ma première chanson"|ConcertStart1][$sec = setup.seconds]]
<</if>>
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
[["Aller au loge d'artiste"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

ConcertStart1

```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

      <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

      <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

      <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

      <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

      <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

      <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
```

```
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
```

```
                      <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je joue un peu avec ma guitare. Et soudainement je me souviens quand j'avais vingt ans. Je suis dans un
bar miteux à BeerOtown et une bande de vieux bières tappent des mains en écoutant une mauvaise musique
que j'avais écrite et qui m'avait pris des mois à imperfectionner.
Je lève le regard et le gin à la malette s'est approché de l'estrade, le sourire aux lèvres et il clappe
des mains.
[["Assomer le gin avec sa guitare(voler la malette)"|ConcertStart_Hit][$sec = setup.seconds]]
[["Continuer de jouer"|ConcertStart_Continue][$sec = setup.seconds]]
        </div>
</div>


-----------------------------------------------------------------------------------------------------------

ConcertStart_Hit
<<set $seconds to $sec>>
<<set setup.C2 to "none">>
<div class="container">
```

```
<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

    <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

    <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

    <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

    <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

    <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

    <</if>>

</div>

<div class="timer"><span id="countdown">$seconds sec</span>

<<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

<</silently>></div>

<div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif

setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img

src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"

class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if

setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>

<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img

src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img

src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img

src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the

story]]>><<goto "EndManager">><</link>></div>

<div class="C1"><<if setup.coffeelvl is 0>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
        </div>
```

```
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<<set setup.coffeelvl to setup.coffeelvl+1>>
<<set setup.HommeALamaletteConcertEnd to true>>
<div class="content">
Je soulève ma guitare devant les yeux émerveillés du gin et ceux-ci se referme lorsque je la rabaisse
sur lui et le fracasse. Lorsqu'il est sur le sol, il reste étendu, l'air triste il murmure.
<p style="color:rgb(179, 49, 0)">Gin à la malette: Tu n'es plus celui que tu étais.</p>Il se lève prend
sa malette, en sort un fragment de café pour me le lancer et quitte la salle, d'un pas lent.
J'avale le fragment et sent un élan d'énergie me traverser le corps.
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
[["Aller au loge d'artiste"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>


-------------------------------------------------------------------------------------------------------------------

ConcertStart_Continue
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
```

```
        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
```

```
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
```

La salle semblait se rapetisser devant moi. Les murs feutrés se transformaient en du bois couverts de posters de film d'action de série B.

Mes mains s'attèlent sur la guitare et une sensation étrange s'empare de moi, une sensation que je pourrais qualifier du plaisir de jouer qui remonte aussi loin à quand j'étais un petit capuccino et que je jouais au xylophone dans le sous-sol de mes parents, une sensation qui s'est perdu quelque part à travers les années

[["Assomer le gin avec sa guitare (voler la malette)"|ConcertStart_Hit][$sec = setup.seconds]]

[["Continuer de jouer"|ConcertStart_Continue2][$sec = setup.seconds]]

```
        </div>
</div>
```

ConcertStart_Continue2
```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
    <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
    <<elseif setup.location is "Salle">>
            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
```

```
        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

          <<repeat 1s>>

                  <<set $seconds to $seconds - 1>>

                  <<if $seconds gt 0>>

                          <<replace "#countdown">>$seconds sec<</replace>>

                          <<set setup.seconds to $seconds>>

                  <<else>>

                          <<goto "EndManager">>

                          <<set setup.seconds to $seconds>>

                          <<stop>>

                  <</if>>

          <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
```

```
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Lorsque j'arrête, le gin applaudit. Des larmes coulent dans ses yeux et il donne l'impression d'avoir
regagné son enfance malgré sa fermentation évidente qui trahit sa cinquantaine.
Il quitte la scène, laissant la malette sur l'un des bancs.
[["Le laisser partir(voler la malette)"|ConcertStart_CofeeChoice][$sec = setup.seconds]]
[["Le rappeler(lui redonner la malette)"|ConcertStart_TeaChoice][$sec = setup.seconds]]
        </div>
</div>
```

ConcertStart_CofeeChoice
```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
```

```
            </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>
```

```
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "SuitcaseMafia">>

                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                    <<elseif setup.C2 is "BarWoman">>

                            <img src="./Images/Char_BarWoman.png" class="Char_img">

                    <<</if>>

    </div>

    <div class="textOpt">

<<set setup.HommeALamaletteConcertEnd to true>>

<div class="content">

<<set setup.coffelvl to setup.coffeelvl+1>>

Je le laisse partir et je saute sur la malette. Le bar miteux de mes vingt ans s'effrite devant moi

lorsque je trouve le fragment de café et je l'avale, ressentant une énergie me traverser le corps.

[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]

[["Aller au loge d'artiste"|Loge d'artiste][$sec = setup.seconds]]

        </div>

</div>
```

ConcertStart_TeaChoice
```
<<set $seconds to $sec>>

<<set setup.tealvl to setup.tealvl+1>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <<</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>
```

```
                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>
```

```
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
```

```
                          <</if>>
      </div>
      <div class="textOpt">
<<set setup.HommeALamaletteConcertEnd to true>>
<div class="content">
Je le rappelle et lui pointe la valise. Il me sourit prend sa valise et me laisse seul dans la salle de
spectacle avec ses murs se supérimposants encore dans ma tête avec ceux du bar auquel je jouais durant
mes vingtaines.
Je ressent quelque chose murir en moi. Comme une révélation d'un état nouveau.
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
[["Aller au loge d'artiste"|Loge d'artiste][$sec = setup.seconds]]
          </div>
</div>


--------------------------------------------------------------------------------------------------------------------


Bar_Vege
<<set setup.SandyState to 2>>
<<set setup.C2 to "BarWoman">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
              <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
              <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
              <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
              <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
              <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
              <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
   </div>
   <div class="timer"><span id="countdown">$seconds sec</span>
   <<silently>>
        <<repeat 1s>>
              <<set $seconds to $seconds - 1>>
              <<if $seconds gt 0>>
```

```
                          <<replace "#countdown">>$seconds sec<</replace>>
                          <<set setup.seconds to $seconds>>
                  <<else>>
                          <<goto "EndManager">>
                          <<set setup.seconds to $seconds>>
                          <<stop>>
                  <</if>>
          <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                          <<if setup.tealvl is 0>>
                                  <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                          <<elseif setup.tealvl is 1>>
                                  <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                          <<elseif setup.tealvl is 2>>
                                  <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                          <<elseif setup.tealvl is 3>>
                                  <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                          <<elseif setup.tealvl is 4>>
                                  <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                          <</if>>
                  <<elseif setup.coffeelvl is 1>>
                          <<if setup.tealvl is 0>>
                                  <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                          <<elseif setup.tealvl is 1>>
                                  <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                          <<elseif setup.tealvl is 2>>
                                  <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                          <<elseif setup.tealvl is 3>>
```

```
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
```

```
    <div class="textOpt">
<p style="color:rgb(148, 45, 132)">Barman :Non, du coup on est un bar végétarien, du coup on a pas de
boissons à boire du coup.</p>
[["Tu peux me dire quoi sur la fille dans le fond?"|Bar_InfoSandy][$sec = setup.seconds]]
[["Je te laisse travailler"|Bar][$sec = setup.seconds]]
        </div>
</div>
```

Bar_InfoSandy

```
<<set setup.SandyState to 2>>
<<set setup.C2 to "BarWoman">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
   </div>
   <div class="timer"><span id="countdown">$seconds sec</span>
   <<silently>>
           <<repeat 1s>>
                   <<set $seconds to $seconds - 1>>
                   <<if $seconds gt 0>>
                           <<replace "#countdown">>$seconds sec<</replace>>
                           <<set setup.seconds to $seconds>>
                   <<else>>
                           <<goto "EndManager">>
                           <<set setup.seconds to $seconds>>
                           <<stop>>
```

```
                    <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
```

```
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(148, 45, 132)">Bartender: Du coup, pourquoi tu veux savoir d'où elle vient</p><p
style="color:rgb(235, 235, 235)">Moi: Je me renseigne sur mes fans.</p>Je relève mes lunettes, révélant
ainsi ma célébre identité.
<p style="color:rgb(148, 45, 132)">Bartender: Ohhhhh Du coup c'est vous! Bon bah du coup, elle s'est
assise à une table et du coup elle a commandé un verre que j'ai fait et du coup elle a demandé des
```

serviettes supplémentaires et puis après du coup elle a bu son verre. Bref pour faire une longue histoire courte, elle m'a mentionné qu'elle venait d'Orange Country.</p>
[["Je te laisse travailler"|Bar][$sec = setup.seconds]]

        </div>
</div>

Loge_Photo1

```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
```

```
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
   <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
```

```
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
  </div>
  <div class="textOpt">
Sur la photo, je pose en maillot de bain dans une position sexy afin de vendre le parfum pour homme
"Fleur de Café". Sur le coin de la photo est écrit le numéro 258.
[["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

Loge_Photo2

```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
```

```
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
```

```
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Sur la photo, je suis sur une scène avec un chapeau en forme de graine de café. La foule me lance des
brocolis en guise d'honneur. Sur le coin de la photo est écrit le nombre 121.
[["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>


----------------------------------------------------------------------------------------------------------------------------


Loge_Photo3
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
```

```
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
```

```
                                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
```

```
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Sur la photo, je suis avec le président de la République Santa Banana et un imitateur d'Elvis, qui de ce
que je me souviens, possèdait un accent étrange. Le numéro 489 est écrit sur le coin de la photo.
[["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

Loge_Photo4
```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
```

```
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
```

```
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
Sur la photo, je suis sur le haut d'une tour déguisé en viking au milieu d'un orage avec la pluie
endommageant mon costume en carton. Sur le côté de la photo est écrit 345.
[["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

Loge_CoffreEvent
```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
```

```
                    <</if>>
          <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
```

```
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
<<set setup.CoffreGood to 0>>
<div class="content">
Je m'approche du coffre et entre la combinaison.
[["1"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]
[["2"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]
```

```
[["3"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]

[["4"|Loge_CoffreEvent_Right1][$sec = setup.seconds]]

[["5"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]

[["6"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]

[["7"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]

[["8"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]

[["9"|Loge_CoffreEvent_Wrong1][$sec = setup.seconds]]

        </div>

</div>


----------------------------------------------------------------------------------------------------


Loge d'artiste_Garry_CoffreHelp
<<set setup.GarryDialogue to 2>>

<<set setup.C2 to "HighCoffee">>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>
```

```
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                  <</if>>
            <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                              <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                              <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                  <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                              <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                  <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
```

```
                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
        <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
        <<elseif setup.tealvl is 2>>
                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 3>>
        <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
        <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 4>>
                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
        <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
        <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
        <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
        <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
        <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
        <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
        <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
    </div>
    <div class="textOpt">
Garry me regarde d'un air vitreux.
<p style="color:rgb(255, 0, 0)">Garry: La réponse vient de l'addition de la pluie et des brocolis.</p>
    <<if setup.FirstSongUnlock is false>>
```

```
        [["Rappelle-moi le code du coffre."|Loge d'artiste_Garry_CoffreHelp][$sec = setup.seconds]]
    <</if>><<if setup.GarryDialogue is 0>>
[["J'ai perdu ma caféine."|Loge d'artiste_Garry_NeedHelp1][$sec = setup.seconds]]
  <</if>><<if setup.GarryDialogue is 1>>
[["J'ai besoin de ton aide"|Loge d'artiste_Garry_NeedHelp2][$sec = setup.seconds]]
  <</if>><<if setup.GarryDialogue is 2>>
[["J'ai vraiment besoin de ton aide."|Loge d'artiste_Garry_NeedHelp3][$sec = setup.seconds]]
  <</if>>
[["Ok oublie ça"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>


-------------------------------------------------------------------------------------------------------------


Loge_CoffreEvent_Wrong1
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
```

```
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
```

```
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
[["1"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
[["2"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
[["3"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
```

```
[["4"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

[["5"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

[["6"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

[["7"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

[["8"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

[["9"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

        </div>

</div>
```

Loge_CoffreEvent_Right1

```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
```

```
            <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
             <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
             <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
```

```
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 3>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<div class="content">
[["1"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
[["2"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
[["3"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
[["4"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
[["5"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]
```

```
[["6"|Loge_CoffreEvent_Right2][$sec = setup.seconds]]

[["7"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

[["8"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

[["9"|Loge_CoffreEvent_Wrong2][$sec = setup.seconds]]

        </div>

</div>


--------------------------------------------------------------------------------------


Loge_CoffreEvent_Wrong2

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

   </div>

   <div class="timer"><span id="countdown">$seconds sec</span>

   <<silently>>

          <<repeat 1s>>

                  <<set $seconds to $seconds - 1>>

                  <<if $seconds gt 0>>

                          <<replace "#countdown">>$seconds sec<</replace>>

                          <<set setup.seconds to $seconds>>

                  <<else>>

                          <<goto "EndManager">>

                          <<set setup.seconds to $seconds>>

                          <<stop>>

                  <</if>>

          <</repeat>>

   <</silently>></div>
```

```
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
```

```
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                            <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
   </div>
   <div class="textOpt">
[["1"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["2"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["3"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["4"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["5"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["6"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["7"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["8"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
```

```
[["9"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]

        </div>

</div>


--------------------------------------------------------------------------------


Loge_CoffreEvent_Right2

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

            <<set $seconds to $seconds - 1>>

            <<if $seconds gt 0>>

                    <<replace "#countdown">>$seconds sec<</replace>>

                    <<set setup.seconds to $seconds>>

            <<else>>

                    <<goto "EndManager">>

                    <<set setup.seconds to $seconds>>

                    <<stop>>

            <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif

setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img

src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
```

```
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
   <div class="C1"><<if setup.coffeelvl is 0>>
                      <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                      <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                      <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                      <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                      <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                      <</if>>
                <<elseif setup.coffeelvl is 1>>
                      <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                      <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                      <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                      <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                      <</if>>
                <<elseif setup.coffeelvl is 2>>
                      <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                      <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                      <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                      <</if>>
                <<elseif setup.coffeelvl is 3>>
                      <<if setup.tealvl is 0>>
```

```
                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
        <<elseif setup.C2 is "FakeArm">>
            <img src="./Images/Char_FakeArm.png" class="Char_img">
        <<elseif setup.C2 is "FruitPunch">>
            <img src="./Images/Char_FruitPunch.png" class="Char_img">
        <<elseif setup.C2 is "HighCoffee">>
            <img src="./Images/Char_HighCoffee.png" class="Char_img">
        <<elseif setup.C2 is "JuiceBoxGirl">>
            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
        <<elseif setup.C2 is "Security">>
            <img src="./Images/Char_Security.png" class="Char_img">
        <<elseif setup.C2 is "SuitcaseMafia">>
            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
        <<elseif setup.C2 is "BarWoman">>
            <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
  </div>
  <div class="textOpt">
[["1"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["2"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["3"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["4"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["5"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["6"|Loge_CoffreEvent_Right3][$sec = setup.seconds]]
[["7"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["8"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
[["9"|Loge_CoffreEvent_Wrong3][$sec = setup.seconds]]
        </div>
</div>
```

Loge_CoffreEvent_Wrong3

```
<<set setup.CoffreGood to CoffreGood+1>>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
```

```
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
   <div class="C1"><<if setup.coffeelvl is 0>>
                     <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                     <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                     <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                     <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                     <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                     <</if>>
              <<elseif setup.coffeelvl is 1>>
                     <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                     <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                     <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                     <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                     <</if>>
              <<elseif setup.coffeelvl is 2>>
                     <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                     <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                     <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                     <</if>>
              <<elseif setup.coffeelvl is 3>>
                     <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                     <<elseif setup.tealvl is 1>>
```

```
                          <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 4>>
                          <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
              <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
              <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
              <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
              <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
              <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
              <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
              <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
              <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
              <</if>>
   </div>
   <div class="textOpt">
<div class="content">
Le coffre reste bloqué, un sentiment d'échec me traverse le corps et je lance un cri dans le vide. Puis
je me ressaisis.
[["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>


----------------------------------------------------------------------------------------------------------


Loge_CoffreEvent_Right3
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
              <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
```

```
            <<elseif setup.location is "Bar">>
                    <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
            <<elseif setup.location is "Salle">>
                    <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
            <<elseif setup.location is "Lobby">>
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
            <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
            <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
```

```
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
```

```
                            <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                            <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                            <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                            <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                            <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<div class="content">
<<set setup.FirstSongUnlock to true>>
Le coffre s'ouvre, et je prends la feuille de papier froissées usées par le temps. Je me rappelle
soudainement ma première chanson.
[["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

ConcertStart1_failed
```
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
```

```
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
          <<repeat 1s>>
                  <<set $seconds to $seconds - 1>>
                  <<if $seconds gt 0>>
                          <<replace "#countdown">>$seconds sec<</replace>>
                          <<set setup.seconds to $seconds>>
                  <<else>>
                          <<goto "EndManager">>
                          <<set setup.seconds to $seconds>>
                          <<stop>>
                  <</if>>
          <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                  <<if setup.tealvl is 0>>
                          <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                  <<elseif setup.tealvl is 1>>
                          <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                  <<elseif setup.tealvl is 2>>
                          <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                  <<elseif setup.tealvl is 3>>
                          <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                  <<elseif setup.tealvl is 4>>
```

```
                              <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                              <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 4>>
                              <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
              <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                      <img src="./Images/Char_Shifty.png" class="Char_img">
              <<elseif setup.C2 is "FakeArm">>
                      <img src="./Images/Char_FakeArm.png" class="Char_img">
              <<elseif setup.C2 is "FruitPunch">>
                      <img src="./Images/Char_FruitPunch.png" class="Char_img">
              <<elseif setup.C2 is "HighCoffee">>
                      <img src="./Images/Char_HighCoffee.png" class="Char_img">
```

```
                                <<elseif setup.C2 is "JuiceBoxGirl">>

                                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                                <<elseif setup.C2 is "Security">>

                                        <img src="./Images/Char_Security.png" class="Char_img">

                                <<elseif setup.C2 is "SuitcaseMafia">>

                                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                                <<elseif setup.C2 is "BarWoman">>

                                        <img src="./Images/Char_BarWoman.png" class="Char_img">

                                <</if>>

        </div>

        <div class="textOpt">

<<if setup.HommeMaletteConcertReady is true>>

    <<if setup.HommeALamaletteConcertEnd is false>>

    Je me prépare à commencer et tout. Je repose mes mains sur ma guitar. La mémoire de des premières

notes me vient.

    <<if setup.HommeALamaletteConcertEnd is false>>

                [["Jouer un autre hit"|ConcertStart][$sec = setup.seconds]]

                <<if setup.FirstSongUnlock is false>>

                [["Jouer ma première chanson"|ConcertStart1_failed][$sec = setup.seconds]]

                <</if>>

                <<if setup.FirstSongUnlock is false>>

                [["Jouer ma première chanson"|ConcertStart1][$sec = setup.seconds]]

                <</if>>

    <</if>>

<</if>>

[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]

[["Aller au loge d'artiste"|Loge d'artiste][$sec = setup.seconds]]

                </div>

</div>


----------------------------------------------------------------------------------------------------------------


Musee_FragmentRoom_fail

<<set $seconds to $sec>>

<<set setup.C2 to "Security">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
```

```
            <<elseif setup.location is "Salle">>
                    <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
            <<elseif setup.location is "Lobby">>
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
            <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
            <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
          <<repeat 1s>>
                  <<set $seconds to $seconds - 1>>
                  <<if $seconds gt 0>>
                          <<replace "#countdown">>$seconds sec<</replace>>
                          <<set setup.seconds to $seconds>>
                  <<else>>
                          <<goto "EndManager">>
                          <<set setup.seconds to $seconds>>
                          <<stop>>
                  <</if>>
          <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
```

```
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
```

```
                <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
Je tente de rentrer dans la salle et le garde saute devant l'entrée.
<p style="color:rgb(179, 49, 0)">Soda Garde: L'entrée est réservée au personnel possédant un niveau de
sécurité 1. Toute tentative d'entrer illégalement dans l'enceinte de ses lieux résultera à une
altercation de force 3 ainsi qu'une lettre vous expliquant votre mauvais comportement.</p>
[["Retour"|Musée][$sec = setup.seconds]]
        </div>
</div>
```

Musee_FragmentRoom_succed
```
<<set $seconds to $sec>>
<<set setup.C2 to "Security">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
```

```
                <<elseif setup.location is "Musee">>
                        <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
                <</if>>
        </div>
        <div class="timer"><span id="countdown">$seconds sec</span>
        <<silently>>
                <<repeat 1s>>
                        <<set $seconds to $seconds - 1>>
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
```

```
                                <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
```

```
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
Moi et le Disa Cambriolo entrons dans la salle au fragment. Je me faufile derrière le garde pour lui
substituer la clé. Mais il se retourne soudainement et me voit.
<p style="color:rgb(64, 176, 97)">Soda Garde: Ah vous êtes là. Ça fait des semaines que je vous attends,
je dois aller manger à la cantine, c'est le spécial du mercredi et il y a ce spécial sur le biscuit. Je
vous laisse la clé de la vitrine au fragment. Aussi j'ai désactivé les systèmes de sécurités. Laissez
juste personne entrer, sourtout les voleurs, vous savez. Je peux vous faire confiance hein?</p>
[["Bien sûr"|Musee_FragmentRoom_succed2_Affirmatif][$sec = setup.seconds]]
[["Si vous ne nous faites pas confiance, vous n'aurez pas vos
biscuits"|Musee_FragmentRoom_succed2_Biscuit][$sec = setup.seconds]]
[["Qu'elle question, on a l'air de quoi? Des voleurs qui avons planifié un coup super compliqué afin de
voler le fragment de café dont vous venez par hasard de nous donner la clé pour et dont par hasard vous
venez de désactivé le système de sécurité pour?"|Musee_FragmentRoom_succed2_RéponseLongue][$sec =
setup.seconds]]
        </div>
</div>

-------------------------------------------------------------------------------------------------------

Arcades_Voleur1
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
```

```
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
```

```
                                <<elseif setup.tealvl is 4>>
                                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 1>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                                <<elseif setup.tealvl is 2>>
                                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                                <<elseif setup.tealvl is 3>>
                                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 2>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                                <<elseif setup.tealvl is 2>>
                                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 3>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 4>>
                                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                        <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
```

```
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
Le Disa en me voyant regarde autour de lui et crie.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Je ne suis pas un cambrioleur.</p>Puis il s'approche
de moi et me dit tout bas.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Je disais ça pour ne pas attirer de suspicions, je
suis un voleur, qu'est-ce que tu veux?</p>
<<if setup.MuseeFragmentInfo is true>>
[["Je veux voler le fragment de café dans le musée"|Arcades_Voleur_Info][$sec = setup.seconds]]
<</if>>
[["Rien j'ai changé d'idée"|Arcades][$sec = setup.seconds]]
        </div>
</div>
```

Arcades_Voleur_Info
```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
```

```
                <<elseif setup.location is "Musee">>
                        <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
                <</if>>
        </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
                <<repeat 1s>>
                        <<set $seconds to $seconds - 1>>
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
```

```
                                    <</if>>
                    <<elseif setup.coffeelvl is 1>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                            <<elseif setup.tealvl is 3>>
                                    <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 2>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 3>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
```

```
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Ça me va, ça fait 10 ans que j'ai un plan en tête pour
voler le fragment et j'ai besoin d'un complice, et tu semble le café parfait pour le boulot. On se
sépare le fragment fifty fifty. Tu es partant?</p>
[["Une autre fois peut-être"|Arcades][$sec = setup.seconds]]
[["Oui j'embarque"|Heist Story][$sec = setup.seconds]]
        </div>
</div>
```

Heist Story
```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
```

```
            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

              <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
```

```
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Parfait, je dois t'avertir le musée est une vrai
forteresse équipé des derniers cris en matière de technologies. La vitre du fragment est sensible aux
mollecule d'eau, donc tu comprend que c'est un problème surtout pour un café.
Il faudra donc aller désactiver le système. Mais le système est derrière une porte blindé imperméable
aux chocs nucléaire. Il n'existe qu'une carte capable de l'ouvrir, il faudra la substitué au garde.</p>
[["Moi: Je lui demande gentiment"|Heist_Part1_Pacifique][$sec = setup.seconds]]
[["Moi: Je lui vole"|Heist_Part1_mneutral][$sec = setup.seconds]]
[["Moi: Je l'écrase  sur le sol et prends la clé sur son cadavre"|Heist_Part1_Violent][$sec =
setup.seconds]]
        </div>
</div>
```

Heist_Part1_Pacifique
```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
```

```
                <<if $seconds gt 0>>

                    <<replace "#countdown">>$seconds sec<</replace>>

                    <<set setup.seconds to $seconds>>

                <<else>>

                    <<goto "EndManager">>

                    <<set setup.seconds to $seconds>>

                    <<stop>>

                <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

                <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>

                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
```

```
        </div>
    <div class="textOpt">
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: C'est pas bête je n'y avais jamais pensé. Bon après
c'est pas tous, Mais il faudra aussi passer la deuxième porte, celle-ci est activable par la composante
sodifique spécifique au soda du garde. Heureusement j'ai réussit à cloner le garde et j'ai pu en
extraire son ADN.</p><p style="color:rgb(235, 235, 235)">Moi: Quoi?</p><p style="color:rgb(148, 45,
40)">Disa  Cambriolo: Cette partie est pas importante. Ensuite il faudra passé par dessus le plancher.
Il est sensé détecté le poid exacte du garde, il faudra donc le traverser sans toucher dessus.</p>
[["Tu me lances"|Heist_Part2_Lancer][$sec = setup.seconds]]
[["On utilise des cordes"|Heist_Part2_Corde][$sec = setup.seconds]]
[["Un de nous meurt et son âme spectrale flote jusqu'au bouton afin de l'activé pour ensuite revenir à
son corps."|Heist_Part2_Ghost][$sec = setup.seconds]]
        </div>
</div>

----------------------------------------------------------------------------------------------------------

Heist_Part1_mneutral
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
```

```
                    <<replace "#countdown">>$seconds sec<</replace>>
                    <<set setup.seconds to $seconds>>
            <<else>>
                    <<goto "EndManager">>
                    <<set setup.seconds to $seconds>>
                    <<stop>>
            <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
```

```
                    <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 2>>
        <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
        <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
        <<elseif setup.tealvl is 2>>
                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 3>>
        <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
        <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
        <</if>>
    <<elseif setup.coffeelvl is 4>>
                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
    <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
        <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
        <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
        <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
        <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
        <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
        <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
        <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
  </div>
```

```
    <div class="textOpt">
<p style="color:rgb(235, 235, 235)">Moi: Quoi?</p><p style="color:rgb(148, 45, 40)">Disa  Cambriolo:
C'est ce que j'aurais fait.</p>Une larme coule sur ses yeux.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo : C'est comme si tu étais le frère que j'avais jamais
eut.</p>
Le Disa Cambriolo prend une pause.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo:Mais il faudra aussi passer la deuxième porte, celle-ci
est activable par la composante sodifique spécifique au soda du garde. Heureusement j'ai réussit à
cloner le garde et j'ai pu en extraire son ADN.</p><p style="color:rgb(235, 235, 235)">Moi: Quoi?</p><p
style="color:rgb(148, 45, 40)">Disa  Cambriolo: Cette partie est pas importante. Ensuite il faudra passé
par dessus le plancher. Il est sensé détecté le poid exacte du garde, il faudra donc le traverser sans
toucher dessus.</p>
[["Moi: Tu me lances"|Heist_Part2_Lancer][$sec = setup.seconds]]
[["Moi: On utilise des cordes"|Heist_Part2_Corde][$sec = setup.seconds]]
[["Moi: Un de nous meurt et son âme spectrale flote jusqu'au bouton afin de l'activé pour ensuite
revenir à son corps."|Heist_Part2_Ghost][$sec = setup.seconds]]
        </div>
</div>


----------------------------------------------------------------------------------------------------------


Heist_Part1_Violent
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
    <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
    <<elseif setup.location is "Salle">>
            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
    <<elseif setup.location is "Lobby">>
            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
    <<elseif setup.location is "Arcade">>
            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
    <<elseif setup.location is "Musee">>
            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
    <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
```

```
<<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>
```

```
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
```

```
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(148, 45, 40)">Disa  Cambriolo: Bah non, quand même.</p>Le Disa Cambriolo réfléchit
un instant.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Ah et peut-être ci maintenant que j'y pense.</p>
Le Disa Cambriolo prend une pause.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Bref il faudra aussi passer la deuxième porte, celle-
ci est activable par la composante sodifique spécifique au soda du garde. Heureusement j'ai réussi à
cloner le garde et j'ai pu en extraire son ADN.</p><p style="color:rgb(235, 235, 235)">Moi: Quoi?</p><p
style="color:rgb(148, 45, 40)">Disa  Cambriolo: Cette partie est pas importante. Ensuite il faudra
passer par-dessus le plancher. Il est sensé détecter le poid exacte du garde, il faudra donc le
traverser sans toucher dessus.</p>
[["Moi: Tu me lanceras"|Heist_Part2_Lancer][$sec = setup.seconds]]
[["Moi: On utilisera des cordes"|Heist_Part2_Corde][$sec = setup.seconds]]
[["Moi: Un de nous meurt et son âme spectrale flote jusqu'au bouton afin de l'activer pour ensuite
revenir à son corps."|Heist_Part2_Ghost][$sec = setup.seconds]]
        </div>
</div>
```

Heist_Part2_Lancer
```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
```

```
                <</if>>
        </div>
        <div class="timer"><span id="countdown">$seconds sec</span>
        <<silently>>
                <<repeat 1s>>
                        <<set $seconds to $seconds - 1>>
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
```

```
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(148, 45, 40)">Disa  Cambriolo: Trop risqué, un de nous pourrait se fouler la
cheville en retombant. Bon, après pour désactivé le laser, il faut à la fois peser sur un bouton et
appeler à la régie centrale. Un certain m'a donner un indice qu'il fallait appeler entre 13:30 et 14:00
parce que le répondant est un peu sourd et ne réussira pas à identifier notre voix. </p>Ensuite il reste
l'étape finalement qui est de revenir dans la salle et d'en extirper le fragment.
[["Moi: Briser la vitre avec un marteau"|Heist_Part3_Marteau][$sec = setup.seconds]]
[["Moi: Utiliser les ondes de ma voix pour fracasser la vitre"|Heist_Part3_Voix][$sec = setup.seconds]]
[["Moi: Attendre que la vitre finisse par s'effriter avec le temps."|Heist_Part3_Temps][$sec =
setup.seconds]]
        </div>
</div>
```

Heist_Part2_Corde
```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
```

```
<div class="timer"><span id="countdown">$seconds sec</span>
<<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
<</silently>></div>
<div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
<div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                                <<elseif setup.tealvl is 2>>
                                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                                <<elseif setup.tealvl is 3>>
                                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 2>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                                <<elseif setup.tealvl is 2>>
                                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 3>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 4>>
                                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                        <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
<p style="color:rgb(148, 45, 40)">Disa  Cambriolo: Ah oui, comme dans le film Mousseux Impossible. Bon,
après pour désactivé le laser il faut à la fois peser sur un bouton et appeler à la régie centrale. Un
indic m'a dit qu'il fallait appeler entre 13:30 et 14:00 parce que le répondant est un peu sourd et ne
réussira pas à détecter notre voix. </p>Ensuite il reste l'étape finale qui est de revenir dans la salle
et d'en extirper le fragment.
[["Moi: Briser la vitre avec un marteau"|Heist_Part3_Marteau][$sec = setup.seconds]]
[["Moi: Utiliser les ondes de ma voix pour fracasser la vitre"|Heist_Part3_Voix][$sec = setup.seconds]]
[["Moi: Attendre que la vitre finisse par s'effriter avec le temps."|Heist_Part3_Temps][$sec =
setup.seconds]]
        </div>
</div>
```

Heist_Part2_Ghost
```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
```

```
                <<repeat 1s>>
                        <<set $seconds to $seconds - 1>>
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
```

```
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(148, 45, 40)">Disa  Cambriolo: J'ai déjà essayé et ça n'a pas marché. Il s'est tiré
le salaud. Bon, après pour désactivé le laser il faut à la fois peser sur un bouton et appeler à la
régie centrale. Un indic m'a dit qu'il fallait appeler entre 13:30 et 14:00 parce que le répondant est
un peu sourd et ne réussira pas à détecter notre voix. </p>Ensuite il reste l'étape finale qui est de
revenir dans la salle et d'en extirper le fragpen.
[["Moi: Briser la vitre avec un marteau"|Heist_Part3_Marteau][$sec = setup.seconds]]
[["Moi: Utiliser les ondes de ma voix pour fracasser la vitre"|Heist_Part3_Voix][$sec = setup.seconds]]
[["Moi: Attendre que la vitre finisse par s'effriter avec le temps."|Heist_Part3_Temps][$sec =
setup.seconds]]
        </div>
</div>

-------------------------------------------------------------------------------------------------

Heist_Part3_Marteau
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
        <<repeat 1s>>
            <<set $seconds to $seconds - 1>>
```

```
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
```

```
                            <<elseif setup.tealvl is 3>>
                                    <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 2>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 3>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                            <img src="./Images/Char_Shifty.png" class="Char_img">
                    <<elseif setup.C2 is "FakeArm">>
                            <img src="./Images/Char_FakeArm.png" class="Char_img">
                    <<elseif setup.C2 is "FruitPunch">>
                            <img src="./Images/Char_FruitPunch.png" class="Char_img">
                    <<elseif setup.C2 is "HighCoffee">>
                            <img src="./Images/Char_HighCoffee.png" class="Char_img">
                    <<elseif setup.C2 is "JuiceBoxGirl">>
                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                    <<elseif setup.C2 is "Security">>
                            <img src="./Images/Char_Security.png" class="Char_img">
                    <<elseif setup.C2 is "SuitcaseMafia">>
                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                    <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
```

```
        </div>
    <div class="textOpt">
<<set setup.MuseeUniforme to true>>
<<set setup.ArcadeThiefLeft to true>>
<p style="color:rgb(148, 45, 40)">Disa  Cambriolo:Bon on peut essayer, mais où on va trouver un marteau,
j'aimerais que tu proposes des plans plus réaliste. Mais bref, voici un uniforme d'agent mets le juste
avant de rentrer dans le musée et on se retrouve là-bas</p>Le Disa Cambriolo me donne un uniforme et
quitte la salle.
[["Retour aux arcades"|Arcades][$sec = setup.seconds]]
        </div>
</div>


--------------------------------------------------------------------------------------------------------------

Heist_Part3_Voix
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
```

```
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<<set setup.MuseeUniforme to true>>
<<set setup.ArcadeThiefLeft to true>>
```

<p style="color:rgb(148, 45, 40)">Disa Cambriolo: ...Bon, on trouvera une solution. Voici un uniforme d'agent, mets le juste avant de rentrer dans le musée et on se retrouve là bas</p>Le Disa Cambriolo me donne un uniforme et quitte la salle.
[["Retour aux arcades"|Arcades][$sec = setup.seconds]]

        </div>

</div>

Heist_Part3_Temps

```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
```

```
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<<set setup.MuseeUniforme to true>>
<<set setup.ArcadeThiefLeft to true>>
<p style="color:rgb(148, 45, 40)">Disa  Cambriolo: On peut essayer quelque minutes, mais si ça marche
pas il faudra trouver un plan B. Voici un uniforme d'agent mets le juste avant de rentrer dans le musée
et on se retrouve là bas</p>Le Disa Cambriolo me donne un uniforme et quitte la salle.
[["Retour aux arcades"|Arcades][$sec = setup.seconds]]
```

```
            </div>

</div>

------------------------------------------------------------------------------------------------

Musee_FragmentRoom_succed2_Affirmatif
<<set $seconds to $sec>>
<<set setup.C2 to "Security">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
```

```
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
```

```
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
  </div>
  <div class="textOpt">
<p style="color:rgb(64, 176, 97)">Soda Garde: Bon amusez vous.</p>Le garde soda s'éloigne en faisant des
pas de danse. Je vais dans la salle avec le Disa Cambriolo et nous nous arrêtons devant la vitre du
premier fragment de café poussé sur la terre de Sodapolis.
À côté du grain se trouve une série de texte sur le fragment.
[["Lire sur le fragment"|Musee_FragmentRoom_succed3_Info1][$sec = setup.seconds]]
[["Ouvrir la vitre"|Musee_FragmentRoom_succed3_Ouvrir][$sec = setup.seconds]]
[["Refuser d'ouvrir"|Musee_FragmentRoom_succed3_PasOuvrir][$sec = setup.seconds]]
        </div>
</div>
```

Musee_FragmentRoom_succed2_Biscuit

```
<<set $seconds to $sec>>

<<set setup.C2 to "Security">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

     <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

     <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

     <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

     <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

     <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

     <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

              <<set $seconds to $seconds - 1>>

              <<if $seconds gt 0>>

                    <<replace "#countdown">>$seconds sec<</replace>>

                    <<set setup.seconds to $seconds>>

              <<else>>

                    <<goto "EndManager">>

                    <<set setup.seconds to $seconds>>

                    <<stop>>

              <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
```

```
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img

src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img

src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the

story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 2>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 3>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
```

```
                                <</if>>
                    <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                    <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                    <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                    <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                    <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                    <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                    <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                    <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(64, 176, 97)">Soda Garde: C'est vrai, un bon garde doit établir des priorités. Bon
amusez-vous.</p>Le garde soda s'éloigne en faisant des pas de danse. Je vais dans la salle content le
fragment avec le Disa Cambriolo et nous nous arrêtons devant la vitre du premier fragment de café poussé
sur la terre de Sodapolis.
À côté du grain se trouve une série de texte sur le fragment.
[["Lire sur le fragment"|Musee_FragmentRoom_succed3_Info1][$sec = setup.seconds]]
[["Ouvrir la vitre"|Musee_FragmentRoom_succed3_Ouvrir][$sec = setup.seconds]]
[["Refuser d'ouvrir"|Musee_FragmentRoom_succed3_PasOuvrir][$sec = setup.seconds]]
        </div>
</div>
```

Musee_FragmentRoom_succed2_RéponseLongue

```
<<set $seconds to $sec>>

<<set setup.C2 to "Security">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
```

```
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                  <<if setup.tealvl is 0>>
                          <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                  <<elseif setup.tealvl is 1>>
                          <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                  <<elseif setup.tealvl is 2>>
                          <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                  <<elseif setup.tealvl is 3>>
                          <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                  <<elseif setup.tealvl is 4>>
                          <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                  <</if>>
          <<elseif setup.coffeelvl is 1>>
                  <<if setup.tealvl is 0>>
                          <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                  <<elseif setup.tealvl is 1>>
                          <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                  <<elseif setup.tealvl is 2>>
                          <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                  <<elseif setup.tealvl is 3>>
                          <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                  <</if>>
          <<elseif setup.coffeelvl is 2>>
                  <<if setup.tealvl is 0>>
                          <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                  <<elseif setup.tealvl is 1>>
                          <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                  <<elseif setup.tealvl is 2>>
                          <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                  <</if>>
          <<elseif setup.coffeelvl is 3>>
                  <<if setup.tealvl is 0>>
                          <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                  <<elseif setup.tealvl is 1>>
                          <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                  <</if>>
          <<elseif setup.coffeelvl is 4>>
```

```
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">

                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(64, 176, 97)">Soda Garde: Exactement, j'aurais l'air idiot si c'était le cas . Bon
amusez vous.</p>Le garde soda s'éloigne en faisant des pas de danse. Je vais dans la salle avec le Disa
Cambriolo et nous nous arrêtons devant la vitre du premier fragment de café poussé sur la terre de
Sodapolis.
À côté du grain se trouve une série de texte sur le fragment.
[["Lire sur le fragment"|Musee_FragmentRoom_succed3_Info1][$sec = setup.seconds]]
[["Ouvrir la vitre"|Musee_FragmentRoom_succed3_Ouvrir][$sec = setup.seconds]]
[["Refuser d'ouvrir"|Musee_FragmentRoom_succed3_PasOuvrir][$sec = setup.seconds]]
        </div>
</div>
```

Musee_FragmentRoom_succed3_Info1
```
<<set $seconds to $sec>>
<<set setup.C2 to "Security">>
<div class="container">
```

```
<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

      <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

      <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

      <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

      <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

      <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

      <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

              <<set $seconds to $seconds - 1>>

              <<if $seconds gt 0>>

                    <<replace "#countdown">>$seconds sec<</replace>>

                    <<set setup.seconds to $seconds>>

              <<else>>

                    <<goto "EndManager">>

                    <<set setup.seconds to $seconds>>

                    <<stop>>

              <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>
```

```
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
```

```
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je regarde la premier panneau. Il y a dessus l'image d'un jeune 7 Up qui remmène de cafféville en bateau
avec un seul graine de café . Le panneau raconte comment il a fait un voyage périlleux en assemblant
quelque tas de ferraille.
Une seconde photo le montre devant le président de la république. Le panneau indique que le president
root beer le premier n'était pas intéressé à appuyer le projet qu'il jugeait impossible dû à la
composition du sol dans la république de Sodapolis.
[["Continuer à lire"|Musee_FragmentRoom_succed3_Info2][$sec = setup.seconds]]
[["Ouvrir la vitre"|Musee_FragmentRoom_succed3_Ouvrir][$sec = setup.seconds]]
[["Refuser d'ouvrir"|Musee_FragmentRoom_succed3_PasOuvrir][$sec = setup.seconds]]
        </div>
</div>


-------------------------------------------------------------------------------------------------------------------


Musee_FragmentRoom_succed3_Ouvrir
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
```

```
                <<elseif setup.location is "Bar">>
                        <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
                <<elseif setup.location is "Salle">>
                        <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
                <<elseif setup.location is "Lobby">>
                        <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
                <<elseif setup.location is "Arcade">>
                        <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
                <<elseif setup.location is "Musee">>
                        <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
                <</if>>
        </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
```

```
                <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
```

Je prends la clé et ouvre la vitre lentement. Je prends le fragment dans ma main et l'admire un instant. Soudainement, le Disa Cambriolo me l'arrache des mains et le brandit devant moi et caressant sa moustache.

```
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Tu pensais avoir une partie du fragment, mais comme on dit en anglais. Je te double cross!</p>
[["Je te double cross"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Je te double double cross"|Musee_FragmentRoom_DoubleCross2][$sec = setup.seconds]]
[["C'est pas gentil"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Bon d'accord, je te le laisse"|Musee_FragmentRoom_doubleCrossFail][$sec = setup.seconds]]
        </div>
</div>
```

Musee_FragmentRoom_succed3_PasOuvrir
```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
```

```
            <<elseif setup.location is "Salle">>
                    <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
            <<elseif setup.location is "Lobby">>
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
            <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
            <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
            <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
```

```
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
              <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
              <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
              <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
              <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
              <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
              <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
              <</if>>
   </div>
   <div class="textOpt">
Pour une raison que j'ignore, je refuse d'ouvrir la vitre.
Soudainement, le Disa Cambriolo m'arrache la clé des mains, prend le fragment de café et le brandit
devant moi et caressant sa moustache.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Tu pensais avoir une partie, mais comme on dit en
anglais. Je te double cross!</p>
[["Je te double cross"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Je te double double cross"|Musee_FragmentRoom_DoubleCross2][$sec = setup.seconds]]
[["C'est pas gentil"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Bon d'accord, je te le laisse"|Musee_FragmentRoom_doubleCrossFail][$sec = setup.seconds]]
</div>
</div>
```

Musee_FragmentRoom_succed3_Info2
```
<<set $seconds to $sec>>
<<set setup.C2 to "Security">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
              <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
              <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
              <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
```

```
        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
```

```
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Le panneau montre une photo en noir et blanc de shirley temple town, une petite ville de quelque 200
soda. Le panneau raconte que notre jeune 7 Up s'est isolé dans cette ville avec son fragment de café. Il
a fait plusieurs expérience pour en savoir plus
Une seconde photo le montre devant un officiel dans un bureau. La légende indique qu'il s'agit de
l'excentrique maire Sprite. Ce dernier finit par l'appuyer dans son projet et lui offre une terre afin
de faire pousser un fragment de café.
[["Continuer à lire"|Musee_FragmentRoom_succed3_Info3][$sec = setup.seconds]]
[["Ouvrir la vitre"|Musee_FragmentRoom_succed3_Ouvrir][$sec = setup.seconds]]
[["Refuser d'ouvrir"|Musee_FragmentRoom_succed3_PasOuvrir][$sec = setup.seconds]]
        </div>
</div>


-----------------------------------------------------------------------------------------------------------------


Musee_FragmentRoom_succed3_Info3
<<set $seconds to $sec>>
<<set setup.C2 to "Security">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
```

```
            <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
            <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                            <<elseif setup.tealvl is 3>>
                                    <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
```

```
                                <<elseif setup.tealvl is 4>>
                                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 1>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                                <<elseif setup.tealvl is 2>>
                                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                                <<elseif setup.tealvl is 3>>
                                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 2>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                                <<elseif setup.tealvl is 2>>
                                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 3>>
                                <<if setup.tealvl is 0>>
                                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                                <<elseif setup.tealvl is 1>>
                                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                                <</if>>
                        <<elseif setup.coffeelvl is 4>>
                                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                        <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
```

```
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Une photo montre plusieurs soda s'atteler devant les terres données par le maire Sprite. La photo
explique que la population de shirley temple town s'est vite rassemblée pour aider le 7 up dans sa quête
en nourrissant la plante des meilleurs terres et en filtrant l'eau afin d'abreuver la plante de manière
adéquate.
Une dernière photo montre le fragment au bout d'une plante, la description indique qu'il s'agit d'un des
seuls fragments poussés à Sodapolis, mais il s'agit néanmoins d'un symbole d'une nation pour qui
l'impossible devient possible.
[["Ouvrir la vitre"|Musee_FragmentRoom_succed3_Ouvrir][$sec = setup.seconds]]
[["Refuser d'ouvrir"|Musee_FragmentRoom_succed3_PasOuvrirRead][$sec = setup.seconds]]
        </div>
</div>
```

Musee_FragmentRoom_succed3_PasOuvrirRead
```
<<set $seconds to $sec>>
<<set setup.C2 to "Security">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
    <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
    <<elseif setup.location is "Salle">>
            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
    <<elseif setup.location is "Lobby">>
            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
    <<elseif setup.location is "Arcade">>
            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
```

```
                <<elseif setup.location is "Musee">>
                        <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
            <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
```

```
                                <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
```

```
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
Après avoir lu les infos un doute s'empare de moi et quelque chose en moi refuse d'ouvrir la vitre du
fragment.
Soudain, le Disa Cambriolo m'arrache la clé des mains, prend le fragment de café et le brandit devant
moi et caressant sa moustache.
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Tu pensais avoir une partie du fragment, mais comme on
dit en anglais. Je te double cross!</p> </div>
[["Je te double "|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Je te double double cross"|Musee_FragmentRoom_DoubleCross2][$sec = setup.seconds]]
[["C'est pas gentil"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Bon d'accord, je te le laisse"|Musee_FragmentRoom_doubleCrossFail][$sec = setup.seconds]]
</div>
```

Musee_FragmentRoom_doubleCrossReset

```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
```

```
                <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
```

```
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Le Disa reprend de la confiance et me dit:
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Je te double cross.</p>[["Je te double cross aussi
"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Je te double double cross"|Musee_FragmentRoom_DoubleCross2][$sec = setup.seconds]]
[["C'est pas gentil"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Bon d'accord, je te le laisse"|Musee_FragmentRoom_doubleCrossFail][$sec = setup.seconds]]
        </div>
</div>
```

Musee_FragmentRoom_DoubleCross2

```
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
```

```
                        <<set $seconds to $seconds - 1>>
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                              <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                              <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 4>>
                              <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
              <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
              <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
              <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
              <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
              <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
              <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
              <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
              <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
```

```
                        <</if>>
    </div>
    <div class="textOpt">
Je reprend le fragment de café des mains du café, celui-ci se fâche et dit:
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Je te triple double cross.</p>avant de me l'arracheter
des mains une fois de plus
[["Je te triple triple cross"|Musee_FragmentRoom_DoubleCross3][$sec = setup.seconds]]
[["Je te quadruple cross "|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Double double grass"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Bon d'accord, je te le laisse"|Musee_FragmentRoom_doubleCrossFail][$sec = setup.seconds]]
        </div>
</div>
```

```
Musee_FragmentRoom_doubleCrossFail
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
```

```
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
```

```
                    <<elseif setup.coffeelvl is 2>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 3>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                            <img src="./Images/Char_Shifty.png" class="Char_img">
                    <<elseif setup.C2 is "FakeArm">>
                            <img src="./Images/Char_FakeArm.png" class="Char_img">
                    <<elseif setup.C2 is "FruitPunch">>
                            <img src="./Images/Char_FruitPunch.png" class="Char_img">
                    <<elseif setup.C2 is "HighCoffee">>
                            <img src="./Images/Char_HighCoffee.png" class="Char_img">
                    <<elseif setup.C2 is "JuiceBoxGirl">>
                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                    <<elseif setup.C2 is "Security">>
                            <img src="./Images/Char_Security.png" class="Char_img">
                    <<elseif setup.C2 is "SuitcaseMafia">>
                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                    <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
Je laisse le Disa Cambriolo partir. Ce dernier s'éloigne en lançant un rire démoniaque.
```

Je retire mon uniforme et croise le Sprite-Garde qui finit son dernier biscuit.

<<set setup.MuseeFragmentTaken to true>>

<<set setup.MuseeUniforme to false>>

[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]</div>

</div>

Musee_FragmentRoom_DoubleCross3

<<set $seconds to $sec>>

<<set setup.C2 to "Shifty">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer">$seconds sec

  <<silently>>

          <<repeat 1s>>

                  <<set $seconds to $seconds - 1>>

                  <<if $seconds gt 0>>

                          <<replace "#countdown">>$seconds sec<</replace>>

                          <<set setup.seconds to $seconds>>

                  <<else>>

                          <<goto "EndManager">>

                          <<set setup.seconds to $seconds>>

                          <<stop>>

                  <</if>>

          <</repeat>>

  <</silently>></div>

```
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
```

```
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je reprends le fragment de café des mains du café, celui-ci semble confu un instant, puis il se
ressaisit:
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Je te quadruple triple cross.</p>avant de me
l'arracheter des mains une fois de plus
[["Je te triple triple cross"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Je te quintuple double cross "|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Je te double double double double cross"|Musee_FragmentRoom_DoubleCross4][$sec = setup.seconds]]
[["Bon d'accord, je te le laisse"|Musee_FragmentRoom_doubleCrossFail][$sec = setup.seconds]]
```

```
                </div>

</div>

-------------------------------------------------------------------------------------------------------------------------

Musee_FragmentRoom_DoubleCross4

<<set $seconds to $sec>>

<<set setup.C2 to "Shifty">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
```

```
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if

setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>

<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img

src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img

src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img

src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the

story]]>><<goto "EndManager">><</link>></div>

   <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
```

```
                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
            <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
Je reprends le fragment de café des mains du café, est désorienté. Il bafouille un peu et dit d'une voix
un peu hesitante:
<p style="color:rgb(148, 45, 40)">Disa Cambriolo: Je te double triple double quatruple cross.</p>Avant
de me l'arracheter des mains une fois de plus
[["Je te triple triple triple cross"|Musee_FragmentRoom_doubleCrossReset][$sec = setup.seconds]]
[["Je te quintuple double double double cross"|Musee_FragmentRoom_doubleCrossReset][$sec =
setup.seconds]]
[["Je te double double double double double double cross"|Musee_FragmentRoom_doubleCrossWin][$sec =
setup.seconds]]
[["Bon d'accord, je te le laisse"|Musee_FragmentRoom_doubleCrossFail][$sec = setup.seconds]]
```

```
        </div>

</div>

----------------------------------------------------------------------------------------------------

Musee_FragmentRoom_doubleCrossWin
<<set $seconds to $sec>>
<<set setup.C2 to "Shifty">>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
```

```
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
```

```
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                <img src="./Images/Char_Shifty.png" class="Char_img">
        <<elseif setup.C2 is "FakeArm">>
                <img src="./Images/Char_FakeArm.png" class="Char_img">
        <<elseif setup.C2 is "FruitPunch">>
                <img src="./Images/Char_FruitPunch.png" class="Char_img">
        <<elseif setup.C2 is "HighCoffee">>
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
        <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
        <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
        <<elseif setup.C2 is "SuitcaseMafia">>
                <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
        <<elseif setup.C2 is "BarWoman">>
                <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
  </div>
  <div class="textOpt">
<p style="color:rgb(148, 45, 40)"> Disa Cambriolo: Je te double... triple. double double double double
double double double double double doubledoubledoubledoubledoubledoubledouble...</p>Puis, il se fige et
tombe sur le sol.
Je lui prends le fragment des mains.
[["Remettre le fragment à sa place(remettre le fragment)"|Musée PutDown][$sec = setup.seconds]]
[["Prendre le fragment(Consommer le fragment"|MuséeTake][$sec = setup.seconds]]
        </div>
</div>
```

Musée PutDown

```
<<set $seconds to $sec>>

<<set setup.C2 to "Security">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
```

```
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 4>>
```

```
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
Je prends le fragment le regarde un instant puis le remets à sa place, près de la photo de celui qui
s'est battu pour sa création.
En quittant la salle et en saluant le gardien mangeant son biscuit, je sens quelque chose évoluer en
moi.
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
<<set setup.tealvl to setup.tealvl+1>>
<<set setup.MuseeUniforme to false>>
        </div>
</div>


----------------------------------------------------------------------------------------------------------------


MuséeTake
<<set $seconds to $sec>>
<<set setup.C2 to "Security">>
<<set setup.coffeelvl to setup.coffeelvl+1>>
<div class="container">
```

```
<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

      <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

      <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

      <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

      <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

      <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

      <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

              <<set $seconds to $seconds - 1>>

              <<if $seconds gt 0>>

                    <<replace "#countdown">>$seconds sec<</replace>>

                    <<set setup.seconds to $seconds>>

              <<else>>

                    <<goto "EndManager">>

                    <<set setup.seconds to $seconds>>

                    <<stop>>

              <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>
```

```
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
</div>
```

```
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je prends le fragment et l'avalle sentant le regain de caféine me traverser le corps.
En quittant la salle je fais un high five au le gardien pendant que celui-ci mange son dernier biscuit.
[["Aller au lobby principal"|LobbyPrincipal][$sec = setup.seconds]]
<<set setup.MuseeUniforme to false>>
<<set setup.MuseeFragmentTaken to true>>
        </div>
</div>
```

Introduction 2_1
```
<<set setup.coffeelvl to 0>>
<<set setup.tealvl to 0>>
<<set setup.GarryDialogueAide to 0>>
<<set setup.GarryDialogueInfo to 0>>
<<set setup.JetonArcade to false>>
<<set setup.PunchGirl to 0>>
<<set setup.PunchGirlInfo to false>>
<<set setup.PunchGirl_SandyInfo to 0>>
<<set setup.SeingSandy to false>>
```

```
<<set setup.SandyEventOver to false>>

<<set setup.SandyEndormi to false>>

<<set setup.SandyPoint to 0>>

<<set setup.Sandyfailed to false>>

<<set setup.SandyState to 0>>

<<set setup.HommeALamaletteEnd to false>>

<<set setup.HommeMaletteConcertReady to false>>

<<set setup.HommeALamaletteConcertEnd to false>>

<<set setup.BoissonVege to false>>

<<set setup.FirstSongUnlock to false>>

<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentTaken to false>>

<<set setup.MuseeUniforme to false>>

<<set setup.ArcadeThiefLeft to false>>

<<set setup.MuseeFragmentInfo to false>>

<<set setup.GaryTalked to false>>

<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer">1200 sec</div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
```

```
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img

src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img

src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the

story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                    <<elseif setup.tealvl is 4>>

                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 1>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">

                    <<elseif setup.tealvl is 3>>

                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 2>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">

                    <<elseif setup.tealvl is 2>>

                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">

                    <</if>>

            <<elseif setup.coffeelvl is 3>>

                    <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">

                    <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
```

```
                       <</if>>
               <<elseif setup.coffeelvl is 4>>
                               <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
               <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                       <img src="./Images/Char_Shifty.png" class="Char_img">
               <<elseif setup.C2 is "FakeArm">>
                       <img src="./Images/Char_FakeArm.png" class="Char_img">
               <<elseif setup.C2 is "FruitPunch">>
                       <img src="./Images/Char_FruitPunch.png" class="Char_img">
               <<elseif setup.C2 is "HighCoffee">>
                       <img src="./Images/Char_HighCoffee.png" class="Char_img">
               <<elseif setup.C2 is "JuiceBoxGirl">>
                       <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
               <<elseif setup.C2 is "Security">>
                       <img src="./Images/Char_Security.png" class="Char_img">
               <<elseif setup.C2 is "SuitcaseMafia">>
                       <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
               <<elseif setup.C2 is "BarWoman">>
                       <img src="./Images/Char_BarWoman.png" class="Char_img">
               <</if>>
   </div>
   <div class="textOpt">
<p style="color:rgb(255, 0, 0)">Bassiste Garry: Ouais c'est normal, t'es un café pas une pêche.</p>Un
rire en boite sort de nulle part. Je fais semblant de l'ignorer.
<p style="color:rgb(235, 235, 235)">Moi: Non mais je ne sais pas. Je me sens fatigué. Je sens que la
température de mon café a baissé d'un cran ou deux, en plus il est étrangement clair aujourd'hui.</p><p
style="color:rgb(255, 0, 0)">Bassiste garry: Tu as perdu ta caféination mec.</p>
[["Ça arrive aux autres ça."|Introduction 3_1][$sec = setup.seconds]]
[["Quoi?"|Introduction 3_2][$sec = setup.seconds]]
       </div>
</div>
```

Introduction 2_2

```
<<set setup.coffeelvl to 0>>
<<set setup.tealvl to 0>>
```

```
<<set setup.GarryDialogueAide to 0>>

<<set setup.GarryDialogueInfo to 0>>

<<set setup.JetonArcade to false>>

<<set setup.PunchGirl to 0>>

<<set setup.PunchGirlInfo to false>>

<<set setup.PunchGirl_SandyInfo to 0>>

<<set setup.SeingSandy to false>>

<<set setup.SandyEventOver to false>>

<<set setup.SandyEndormi to false>>

<<set setup.SandyPoint to 0>>

<<set setup.Sandyfailed to false>>

<<set setup.SandyState to 0>>

<<set setup.HommeALamaletteEnd to false>>

<<set setup.HommeMaletteConcertReady to false>>

<<set setup.HommeALamaletteConcertEnd to false>>

<<set setup.BoissonVege to false>>

<<set setup.FirstSongUnlock to false>>

<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentTaken to false>>

<<set setup.MuseeUniforme to false>>

<<set setup.ArcadeThiefLeft to false>>

<<set setup.MuseeFragmentInfo to false>>

<<set setup.GaryTalked to false>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

   </div>
```

```
    <div class="timer">1200 sec</div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
            <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 4>>
                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
        <<elseif setup.C2 is "FakeArm">>
                <img src="./Images/Char_FakeArm.png" class="Char_img">
        <<elseif setup.C2 is "FruitPunch">>
                <img src="./Images/Char_FruitPunch.png" class="Char_img">
        <<elseif setup.C2 is "HighCoffee">>
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
        <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
        <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
        <<elseif setup.C2 is "SuitcaseMafia">>
                <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
        <<elseif setup.C2 is "BarWoman">>
                <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
  </div>
  <div class="textOpt">
<p style="color:rgb(255, 0, 0)">Bassiste Garry: Ouais... mais non t'es différent. Racontes moi, qu'est-
ce que t'as?</p><p style="color:rgb(235, 235, 235)">Moi: Je sais pas. Je me sens fatigué. Je sens que la
température de mon café a baissé d'un cran ou deux, en plus il est étrangement clair aujourd'hui.</p><p
style="color:rgb(255, 0, 0)">Bassiste garry: Tu as perdu ta caféination mec.</p>
[["Ça arrive aux autres ça."|Introduction 3_1][$sec = setup.seconds]]
[["Non dis pas ça je t'entends pas, j'ai rien entendu"|Introduction 3_2][$sec = setup.seconds]]
```

```
            </div>

</div>

----------------------------------------------------------------------------------------------------------------------------

Introduction 3_1

<<set setup.coffeelvl to 0>>

<<set setup.tealvl to 0>>

<<set setup.GarryDialogueAide to 0>>

<<set setup.GarryDialogueInfo to 0>>

<<set setup.JetonArcade to false>>

<<set setup.PunchGirl to 0>>

<<set setup.PunchGirlInfo to false>>

<<set setup.PunchGirl_SandyInfo to 0>>

<<set setup.SeingSandy to false>>

<<set setup.SandyEventOver to false>>

<<set setup.SandyEndormi to false>>

<<set setup.SandyPoint to 0>>

<<set setup.Sandyfailed to false>>

<<set setup.SandyState to 0>>

<<set setup.HommeALamaletteEnd to false>>

<<set setup.HommeMaletteConcertReady to false>>

<<set setup.HommeALamaletteConcertEnd to false>>

<<set setup.BoissonVege to false>>

<<set setup.FirstSongUnlock to false>>

<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentTaken to false>>

<<set setup.MuseeUniforme to false>>

<<set setup.ArcadeThiefLeft to false>>

<<set setup.MuseeFragmentInfo to false>>

<<set setup.GaryTalked to false>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>
```

```
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer">1200 sec</div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
```

```
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
   </div>
   <div class="textOpt">
```

<p style="color:rgb(255, 0, 0)">Bassiste Garry: On a dit ca pour beaucoup de chosesdans ma vie, et pourtant...</p><p style="color:rgb(235, 235, 235)">Moi: Mais toi c'est différent, la caféination arrivent seulement avec l'âge et je viens juste d'avoir 18 ans.</p><p style="color:rgb(255, 0, 0)">Bassiste garry: Tu as 36 ans mec.</p><p style="color:rgb(235, 235, 235)">Moi: C'est presque pareil.</p>[["Alors, je fais quoi?."|Introduction 4_1][$sec = setup.seconds]]
[["Dis-moi que tous va bien aller."|Introduction 4_2][$sec = setup.seconds]]

        </div>

</div>

Introduction 3_2

<<set setup.coffeelvl to 0>>

<<set setup.tealvl to 0>>

<<set setup.GarryDialogueAide to 0>>

<<set setup.GarryDialogueInfo to 0>>

<<set setup.JetonArcade to false>>

<<set setup.PunchGirl to 0>>

<<set setup.PunchGirlInfo to false>>

<<set setup.PunchGirl_SandyInfo to 0>>

<<set setup.SeingSandy to false>>

<<set setup.SandyEventOver to false>>

<<set setup.SandyEndormi to false>>

<<set setup.SandyPoint to 0>>

<<set setup.Sandyfailed to false>>

<<set setup.SandyState to 0>>

<<set setup.HommeALamaletteEnd to false>>

<<set setup.HommeMaletteConcertReady to false>>

<<set setup.HommeALamaletteConcertEnd to false>>

<<set setup.BoissonVege to false>>

<<set setup.FirstSongUnlock to false>>

<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentTaken to false>>

<<set setup.MuseeUniforme to false>>

<<set setup.ArcadeThiefLeft to false>>

<<set setup.MuseeFragmentInfo to false>>

<<set setup.GaryTalked to false>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

```
                    <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                    <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                    <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer">1200 sec</div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
              <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
              <</if>>
  </div>
  <div class="textOpt">
<p style="color:rgb(255, 0, 0)">Bassiste Garry: Bah tu sais, la "décaféination", tous les cafée passent
par là avec l'âge</p><p style="color:rgb(235, 235, 235)">Moi: Impossible, je viens juste d'avoir 18 ans.
</p><p style="color:rgb(255, 0, 0)">Bassiste garry: Tu as 36 ans mec.</p><p style="color:rgb(235, 235,
235)">Moi: C'est presque pareil.</p>[["Alors, je fais quoi?."|Introduction 4_1][$sec = setup.seconds]]
[["Dis-moi que tous va bien aller."|Introduction 4_2][$sec = setup.seconds]]
        </div>
</div>
```

Introduction 4_1
```
<<set setup.coffeelvl to 0>>
<<set setup.tealvl to 0>>
<<set setup.GarryDialogueAide to 0>>
<<set setup.GarryDialogueInfo to 0>>
<<set setup.JetonArcade to false>>
<<set setup.PunchGirl to 0>>
<<set setup.PunchGirlInfo to false>>
<<set setup.PunchGirl_SandyInfo to 0>>
<<set setup.SeingSandy to false>>
<<set setup.SandyEventOver to false>>
<<set setup.SandyEndormi to false>>
<<set setup.SandyPoint to 0>>
<<set setup.Sandyfailed to false>>
<<set setup.SandyState to 0>>
<<set setup.HommeALamaletteEnd to false>>
<<set setup.HommeMaletteConcertReady to false>>
<<set setup.HommeALamaletteConcertEnd to false>>
<<set setup.BoissonVege to false>>
<<set setup.FirstSongUnlock to false>>
<<set setup.CoffreGood to 0>>
<<set setup.MuseeFragmentTaken to false>>
<<set setup.MuseeUniforme to false>>
<<set setup.ArcadeThiefLeft to false>>
```

```
<<set setup.MuseeFragmentInfo to false>>

<<set setup.GaryTalked to false>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

   </div>

   <div class="timer">1200 sec</div>

   <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

   <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>
```

```
                              <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                              <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 4>>
                              <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
              <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
              <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
              <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
              <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "JuiceBoxGirl">>

                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                    <<elseif setup.C2 is "Security">>

                            <img src="./Images/Char_Security.png" class="Char_img">

                    <<elseif setup.C2 is "SuitcaseMafia">>

                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                    <<elseif setup.C2 is "BarWoman">>

                            <img src="./Images/Char_BarWoman.png" class="Char_img">

                    <</if>>

    </div>

    <div class="textOpt">
<p style="color:rgb(255, 0, 0)">Bassiste Garry: Relax ça va bien aller. Notre plus gros show à vie dans
la cité de Sodapolis est dans 20 minutes, tu as amplement le temps.</p><p style="color:rgb(235, 235,
235)">Moi: C'est pas beaucoup de temps Garry.</p><p style="color:rgb(255, 0, 0)">Garry: Ah non?</p>
[["Y-a-t-il un remède?."|Introduction 5_1][$sec = setup.seconds]]

        </div>

</div>
```

Introduction 4_2
```
<<set setup.coffeelvl to 0>>

<<set setup.tealvl to 0>>

<<set setup.GarryDialogueAide to 0>>

<<set setup.GarryDialogueInfo to 0>>

<<set setup.JetonArcade to false>>

<<set setup.PunchGirl to 0>>

<<set setup.PunchGirlInfo to false>>

<<set setup.PunchGirl_SandyInfo to 0>>

<<set setup.SeingSandy to false>>

<<set setup.SandyEventOver to false>>

<<set setup.SandyEndormi to false>>

<<set setup.SandyPoint to 0>>

<<set setup.Sandyfailed to false>>

<<set setup.SandyState to 0>>

<<set setup.HommeALamaletteEnd to false>>

<<set setup.HommeMaletteConcertReady to false>>

<<set setup.HommeALamaletteConcertEnd to false>>

<<set setup.BoissonVege to false>>

<<set setup.FirstSongUnlock to false>>
```

```
<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentTaken to false>>

<<set setup.MuseeUniforme to false>>

<<set setup.ArcadeThiefLeft to false>>

<<set setup.MuseeFragmentInfo to false>>

<<set setup.GaryTalked to false>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

              <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

       <<elseif setup.location is "Bar">>

              <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

       <<elseif setup.location is "Salle">>

              <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

       <<elseif setup.location is "Lobby">>

              <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

       <<elseif setup.location is "Arcade">>

              <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

       <<elseif setup.location is "Musee">>

              <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

       <</if>>

  </div>

  <div class="timer">1200 sec</div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

  <div class="C1"><<if setup.coffeelvl is 0>>

                     <<if setup.tealvl is 0>>

                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                     <<elseif setup.tealvl is 1>>

                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                     <<elseif setup.tealvl is 2>>
```

```
                    <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
```

```
                <<elseif setup.C2 is "FruitPunch">>

                        <img src="./Images/Char_FruitPunch.png" class="Char_img">

                <<elseif setup.C2 is "HighCoffee">>

                        <img src="./Images/Char_HighCoffee.png" class="Char_img">

                <<elseif setup.C2 is "JuiceBoxGirl">>

                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">

                <<elseif setup.C2 is "Security">>

                        <img src="./Images/Char_Security.png" class="Char_img">

                <<elseif setup.C2 is "SuitcaseMafia">>

                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                <<elseif setup.C2 is "BarWoman">>

                        <img src="./Images/Char_BarWoman.png" class="Char_img">

                <</if>>

    </div>

    <div class="textOpt">

<p style="color:rgb(255, 0, 0)">Bassiste Garry: Oui oui, tous bien aller. Notre plus gros show à vie
dans la cité de Sodapolis est dans 20 minutes, tu as amplement le temps.</p><p style="color:rgb(235,
235, 235)">Moi: C'est pas beaucoup de temps Garry.</p><p style="color:rgb(255, 0, 0)">Garry: Ah non?</p>
[["Y-a-t-il un remède?."|Introduction 5_1][$sec = setup.seconds]]

        </div>

</div>
```

Introduction 5_1

```
<<set setup.coffeelvl to 0>>

<<set setup.tealvl to 0>>

<<set setup.GarryDialogueAide to 0>>

<<set setup.GarryDialogueInfo to 0>>

<<set setup.JetonArcade to false>>

<<set setup.PunchGirl to 0>>

<<set setup.PunchGirlInfo to false>>

<<set setup.PunchGirl_SandyInfo to 0>>

<<set setup.SeingSandy to false>>

<<set setup.SandyEventOver to false>>

<<set setup.SandyEndormi to false>>

<<set setup.SandyPoint to 0>>

<<set setup.Sandyfailed to false>>

<<set setup.SandyState to 0>>

<<set setup.HommeALamaletteEnd to false>>
```

```
<<set setup.HommeMaletteConcertReady to false>>

<<set setup.HommeALamaletteConcertEnd to false>>

<<set setup.BoissonVege to false>>

<<set setup.FirstSongUnlock to false>>

<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentTaken to false>>

<<set setup.MuseeUniforme to false>>

<<set setup.ArcadeThiefLeft to false>>

<<set setup.MuseeFragmentInfo to false>>

<<set $seconds to 1200>>

<<set setup.seconds to $seconds>>

<<set setup.GaryTalked to false>>

<<set $seconds to $sec>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

  </div>

  <div class="timer">1200 sec</div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
```

```
<div class="C1"><<if setup.coffeelvl is 0>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
            <<elseif setup.tealvl is 3>>
                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
            <<elseif setup.tealvl is 4>>
                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 1>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
            <<elseif setup.tealvl is 3>>
                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 2>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 3>>
            <<if setup.tealvl is 0>>
                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 4>>
                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
```

```
      </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                     <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                  <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                  <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                  <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                  <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                  <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                  <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                  <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
   </div>
   <div class="textOpt">
<p style="color:rgb(255, 0, 0)">Bassiste Garry: Je sais pas, si tu prends des fragments ça devrait te
rétablir pour la soirée. Mais on est a Sodapolis pas à... aileurs que Sodapolis. Ici les fragments de
cafés sont rares et considérés comme des objets précieux.</p><p style="color:rgb(235, 235, 235)">Moi:
Aide-moi à trouver des fragments Gary je t'en prie.</p><p style="color:rgb(255, 0, 0)">Café Garry: Oui
pas de problème mec je vais....?</p>Le regard de Gary change soudainement.
<p style="color:rgb(255, 0, 0)">Café Garry: Sais-tu que les étoiles le soir portent des pyjamas?</p>Café
Garry perd à nouveau toute trace de lucidité et redevient... Garry. Il me reste exactement 20 minutes
pour trouver tous ses fragments.
Avant de partir, je fais un calcul mental rapide convertissant des grammes de graines de café en
calories, après en kilojoules et finalement en puissance chevaux et je réalise que j'aurais besoin de
quatre fragments de café pour un hyper concert de fou.
Je mets mes lunettes de soleil, cachant ainsi ma célébrité et commence ma quête.
[["Commencer la recherche."|LogeArtiste_intro][$sec = setup.seconds]]
      </div>
</div>

----------------------------------------------------------------------------------------------------

FinThéConcert
```

```
<<set $seconds to $sec>>

<<set setup.C2 to "none">>

<<set setup.location to "Salle">>

<div class="container">

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer">0 sec</div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><img src="./Images/Button.png" class="Knob_img">
</div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
```

```
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
```

```
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
  </div>
  <div class="textOpt">
```

Je rentre sur le stage et pour la première fois avant de commencer je prends une pause et regarde mon public. Un moment de silence s'installe alors que je parcours du regard la salle et je vois au passage la jus d'orange Sandy me regarder avec un air mature, le Sprite-Garde manger son biscuit avec la fierté d'avoir défendu son fragment de café et le gin à la malette me lance un regard qui me rappelle le public que j'avais dans ses bars miteux dans lesquels j'avais commencé ma carrière. Le Vin est au tout devant m'encourageant avec son géant faux bras.

Et finalement, mes doigts frottent ma guitars et ma musique prend une nouvelle texture, partageant de tous nouvelles émoations et j'accepte alors la réalisation que j'ai perdu ma caféine et que quoi qu'il arrive, tout va bien aller.

```
        </div>
</div>
</div>
```

FinNeutre
```
<<set $seconds to $sec>>
<<set setup.C2 to "none">>
<<set setup.location to "Salle">>
<div class="container">
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
```

```
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer">0 sec</div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><img src="./Images/Button.png" class="Knob_img">
</div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
```

```
                    <<elseif setup.coffeelvl is 2>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                            <<elseif setup.tealvl is 2>>
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 3>>
                            <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                            <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                            <</if>>
                    <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                    <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                            <img src="./Images/Char_Shifty.png" class="Char_img">
                    <<elseif setup.C2 is "FakeArm">>
                            <img src="./Images/Char_FakeArm.png" class="Char_img">
                    <<elseif setup.C2 is "FruitPunch">>
                            <img src="./Images/Char_FruitPunch.png" class="Char_img">
                    <<elseif setup.C2 is "HighCoffee">>
                            <img src="./Images/Char_HighCoffee.png" class="Char_img">
                    <<elseif setup.C2 is "JuiceBoxGirl">>
                            <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                    <<elseif setup.C2 is "Security">>
                            <img src="./Images/Char_Security.png" class="Char_img">
                    <<elseif setup.C2 is "SuitcaseMafia">>
                            <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                    <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
Le concert est au final qu'un concert parmis tant d'autres. Je jous mécaniquement ma guitare pendant que
```

mon public m'observe en hochant la tête avec un certain entrain. Lorsque je rejoue pour la millième fois mes hits les plus connue, je regarde avec un peu d'ennui la foule m'applaudir.

        </div>
</div>

FinCafé

```
<<set $seconds to $sec>>
<<set setup.C2 to "none">>
<<set setup.location to "Salle">>
<div class="container">
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer">0 sec</div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><img src="./Images/Button.png" class="Knob_img">
</div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
```

```
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
</div>
<div class="C2">
```

```
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
Je rentre sur le stage avec l'énergie de mes vingt ans. Lorsque je touche ma guitare mes mains dansent
frénétiquement et les notes s'accumulent de manière quasi anarchique. Et alors que mon regard virevolte
dans la salle, j'entrecroise vaguement le regard dévasté de Sandy la jeune jus d'orange, le regard
haineux du gin à la malette, le regard du Sprite-Garde qui semble avoir perdu son uniforme et au tout
devant le Vin deçu à un bras ayant réaliser que je l'ai truqué.
 Mais ces visages s'effacent aussi vites qu'ils sont apparus et rien n'existe mis à part la foule qui se
déchaine et la sensation de la caféine qui restera en moi pour toujours.         </div>
</div>
```

FinPoche
```
<<set $seconds to $sec>>
<<set setup.C2 to "none">>
<<set setup.location to "Salle">>
<div class="container">
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
```

```
            <<elseif setup.location is "Salle">>
                    <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
            <<elseif setup.location is "Lobby">>
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
            <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
            <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
            <</if>>
    </div>
    <div class="timer">0 sec</div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><img src="./Images/Button.png" class="Knob_img">
</div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                    <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
            <<elseif setup.tealvl is 3>>
                    <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 2>>
            <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
            <<elseif setup.tealvl is 2>>
                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 3>>
            <<if setup.tealvl is 0>>
                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
            <<elseif setup.tealvl is 1>>
                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
            <</if>>
        <<elseif setup.coffeelvl is 4>>
                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
```

```
                <</if>>
    </div>
    <div class="textOpt">
Je monte péniblement sur le stage et commence à jouer. Mes doigts sont désynchronisés et j'ai
l'impression de jouer un mauvais fan-made de mes propres hits. Le public me regarde avec un air neutre
et certains quittent la salle. Lorsque je finis, il y a un silence plus lourd que toutes les pertes de
caféine de l'univers.
        </div>
</div>


--------------------------------------------------------------------------------------------------------

EndManager
<<set $seconds to $sec>>
<<set setup.C2 to "none">>
<<set setup.location to "Salle">>
<div class="container">
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer">0 sec</div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
```

```
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><img src="./Images/Button.png" class="Knob_img">
</div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
```

```
                    <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
  </div>
  <div class="textOpt">
<<if setup.tealvl is 0>>
  <<if setup.coffeelvl is 0>>
  Tu te sens fatigué.
  [["Aller au concert"|FinPoche][$sec = setup.seconds]]
  <</if>>
<</if>><<if setup.tealvl is 4>>
Tu te sens très calme.
[["Aller au concert"|FinThéConcert][$sec = setup.seconds]]
[["Ne pas faire le concert"|FinThéSansConcert][$sec = setup.seconds]]
<</if>><<if setup.coffeelvl is 4>>
Tu te sens prêt et plein d'énergie.
[["Aller au concert"|FinCafé][$sec = setup.seconds]]
<</if>><<if setup.tealvl gt 1 or setup.coffeelvl gt 1>>
  <<if setup.tealvl lt 4  and setup.coffeelvl lt 4>>
  Tu ne te sens pas très prêt pour ton concert.
```

```
    [["Aller au concert"|FinNeutre][$sec = setup.seconds]]
  <</if>>
<</if>>
        </div>
</div>

------------------------------------------------------------------------------------------


FinThéSansConcert
<<set $seconds to $sec>>
<<set setup.C2 to "none">>
<<set setup.location to "Salle">>
<div class="container">
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer">0 sec</div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><img src="./Images/Button.png" class="Knob_img">
</div>
  <div class="C1"><<if setup.coffeelvl is 0>>
```

```
                <<if setup.tealvl is 0>>

                    <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                <<elseif setup.tealvl is 1>>

                    <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                <<elseif setup.tealvl is 2>>

                    <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                <<elseif setup.tealvl is 3>>

                    <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                <<elseif setup.tealvl is 4>>

                    <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                <</if>>

        <<elseif setup.coffeelvl is 1>>

                <<if setup.tealvl is 0>>

                    <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                <<elseif setup.tealvl is 1>>

                    <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">

                <<elseif setup.tealvl is 2>>

                    <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">

                <<elseif setup.tealvl is 3>>

                    <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">

                <</if>>

        <<elseif setup.coffeelvl is 2>>

                <<if setup.tealvl is 0>>

                    <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">

                <<elseif setup.tealvl is 1>>

                    <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">

                <<elseif setup.tealvl is 2>>

                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">

                <</if>>

        <<elseif setup.coffeelvl is 3>>

                <<if setup.tealvl is 0>>

                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">

                <<elseif setup.tealvl is 1>>

                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">

                <</if>>

        <<elseif setup.coffeelvl is 4>>

                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">

        <</if>>

    </div>
```

```
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
```

C'est l'heure du concert et pourtant, j'avance vers la direction opposée de la salle de concert. La sortie est devant moi et derrière, il y a bien plus que la cité de Sodapolis. Il y a l'incertitude, l'inconnue et il y a une partie de moi qui est resté derrière moi quelque part, une partie qui s'est évaporé graduellement à travers ses années de gloires et de succès.
Pour la première fois depuis longtemps, je me sens libre, je ne suis qu'un café perdu dans une métropole et la perte de ma caféine n'est rien d'autre qu'une belle nouvelle étape dans ma vie.

```
        </div>
</div>
```

Pants_1

```
<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
```

```
            <<elseif setup.location is "Salle">>
                    <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
            <<elseif setup.location is "Lobby">>
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
            <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
            <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
  </div>
  <div class="timer"><span id="countdown">$seconds sec</span>
  <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
```

```
                <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
    Il semble ne rien y avoir dans les poches du pantalon. Je n'arrive toujours pas à croire leurs
profondeur tout de même.
    [["Regarder encore dans les poches"|Pants_2][$sec = setup.seconds]]
    [["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

Pants_2
```
<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
```

```
                <<elseif setup.location is "Musee">>
                        <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
            <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
```

```
                                <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
```

```
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
    J'arrive à mettre tout mon bras dans la poche de droite du pantalon. Je fouille, mais je n'arrive à
rien trouver dedans.
    Je crois que mes fans qui réussissent à apporter des tablettes durant mes concerts pour prendre des
photos ont surement la même marque de pantalons que moi..
    [["Fouiller dans la poche de gauche"|Pants_3][$sec = setup.seconds]]
    [["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

Pants_3
```
<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
```

```
<div class="timer"><span id="countdown">$seconds sec</span>
<<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
<</silently>></div>
<div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
<div class="C1"><<if setup.coffeelvl is 0>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je mets mon bras entier dans la poche de gauche et je crois que je suis capable de toucher de quoi.
Finalement, je trouve un... en faite je crois ne pas savoir c'est quoi...
    Après un peu d'investigation, je réalise que c'est un médiator. Je ne savais pas qu'il était possible
d'en plier un en si petite boule.
    [["Regarder encore, tout comme les clé USB, tu n'y arrives jamais des premiers coups!"|Pants_4][$sec =
setup.seconds]]
    [["Arrêter de perdre mon temps et retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
        </div>
</div>
```

```
Pants_4
<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
```

```
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                              <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                              <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                              <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
             <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
             <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
             <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
             <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
             <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
             <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
             <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
```

```
                    <</if>>
    </div>
    <div class="textOpt">
Je tire la poche de droite et la mets à l'envers. Je vois quelque chose tomber du pantalon.
Je prends la petite chose qui était tombé et c'est une graine de café! Mais une très vielles graines de
cafés...
Je ne savais pas que dans le cycle de décomposition d'une graine de café, celle-ci pouvait devenir
mauve...
    [["Risquer et manger la graine."|Pants_5][$sec = setup.seconds]]
    [["Avoir du respect pour son beau corps de tasse. Retourner à la loge"|Loge d'artiste][$sec =
setup.seconds]]
        </div>
</div>
```

Pants_5

```
Double-click this passage to edit it.<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<<set $seconds to $seconds +180>>
<<set setup.gottenboost to true>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
```

```
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                    <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 2>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 3>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 4>>
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
        <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
```

```
                <</if>>
    </div>
    <div class="textOpt">
    Je mange la graine, mais malheureusement je ne resens pas l'énergie me venir tant que je voulais.
     Au moins, je sens que je gagne un certain montant de focus me permettant de plus vite étudier mes
environnements et bouger entre eux, ceci me gagnant trois extras minutes avant le concert!
    [["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]
            </div>
</div>
```

Arcades_Vin1
```
<<set setup.location to "Arcade">>
<<set setup.C2 to "FakeArm">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
```

```
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
```

```
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je m'approche du vieux vin et je vois qu'il est un train de compléter une de mes chansons en niveau
expert sur Dance Dance.
C'est toujours étonnant comment les boutons à peser ont rarement rapport avec la chanson-même.
```

Quand il finit, il se retourne vers moi.

```
<<if setup.ArcadeFalseArmChallenged is false>>
<p style="color:rgb(152, 0, 0)">Vecchio Vino: Est-tu venu pour me challenger? Tu seras peut-être le seul
à pouvoir me batter aujourd'hui.</p><p style="color:rgb(235, 235, 235)">Moi: ...</p><p
style="color:rgb(152, 0, 0)">Vecchio Vino: On dirait le plus que je viellie, le meilleur je deviens dans
tout. Veux-tu t'essayer contre moi?</p>[["Je ne suis pas venu ici pour the challenger"|Arcade_Vin2_non]
[$sec = setup.seconds]]
[["Hahahahah, me croîs-tu décaféiné? Je suis sûr de te battre"|Arcade_Vin2_oui][$sec = setup.seconds]]
[["Oublie ça je n'ai pas de temps à perdre"|Arcades][$sec = setup.seconds]]
<<else>>
[["Je suis venu ici pour te re-challenger! Je me sens beaucoup plus calme!"|Arcade_Vin3_tea][$sec =
setup.seconds]]
[["Je suis venu ici pour te re-challenger! Je me sens plain d'énergie!"|Arcade_Vin3_coffee][$sec =
setup.seconds]]
[["Oublie ça je n'ai pas de temps à perdre"|Arcades][$sec = setup.seconds]]
<</if>>
        </div>
</div>
```

Arcade_Vin2_non
```
<<set setup.location to "Arcade">>
<<set setup.C2 to "FakeArm">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
   </div>
```

```
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
            <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(152, 0, 0)">Vecchio Vino: N'ais pas pitié de moi à cause de ma vieillesse ou mon
handicape. Celui-ci est en fait mon trophée de guerre contre les Soyas il y a 40ans.</p><p
style="color:rgb(152, 0, 0)">Vecchi Vino: Mais ne perd pas mon temps si tu n'es pas ici pour me
challenger, ce n'est pas souvent que mes jeunes m'amènent à une place avec un arcade... Je n'arrive pas
à croire que j'ai perdu mon permis de conduite de porte-gobelet...</p>[["D'accord, j'accepte ton
challenge, ma mère n'a pas élevé un faible"|Arcade_Vin2_oui][$sec = setup.seconds]]
[["Me croîs-tu décaféiné? Je suis sûr de te battre"|Arcade_Vin2_oui][$sec = setup.seconds]]
[["Peut-être toi t'es en forme, mais j'ai un certain manque d'énérgie aujourd'hui, bye!"|Arcades][$sec =
setup.seconds]]
        </div>
</div>

-----------------------------------------------------------------------------------------------------------

Arcade_Vin2_oui
<<set setup.location to "Arcade">>
<<set setup.C2 to "FakeArm">>
<<set $seconds to $sec>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
```

```
    <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>
```

```
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
   </div>
   <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
            <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
```

```
                    <<elseif setup.C2 is "BarWoman">>
                            <img src="./Images/Char_BarWoman.png" class="Char_img">
                    <</if>>
    </div>
    <div class="textOpt">
```
Je me place sur le tapis à côté du Vino et c'est là que je réalise qu'il est vraiment grand comme personne. Je regarde son bras glaço-mécanique et réalise que c'est un Wondasahi.

Je focuse sur le jeu et choisi une chanson qui n'est pas la mienne. Si je me fait détruire par un vieux raisin, je veux que ça ne soit surtout pas sur une de mes chansons.

La ronde commence dans le jeu et je vois les flêches qui arrivent...

[["J'inspire par mon né et expire par ma bouche, essayant de resentir la balance dans le monde, le karma des flêches."|Arcade_Vin3_tea][$sec = setup.seconds]]

[["Je concentre toute mon esprit dans mes jambes, je ressens le pure café d'une rockstar qui passe par mes veines. Ce n'est pas parce que je suis une Rockstar maintenant que je n'étais pas dans une Ivy League auparavant!"|Arcade_Vin3_coffee][$sec = setup.seconds]]

```
        </div>
</div>
```

Arcade_Vin3_tea
```
<<set setup.location to "Arcade">>
<<set setup.C2 to "FakeArm">>
<<set $seconds to $sec>>
<<set setup.ArcadeFalseArmChallenged to true>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
```

```
<div class="timer"><span id="countdown">$seconds sec</span>
<<silently>>
        <<repeat 1s>>
                <<set $seconds to $seconds - 1>>
                <<if $seconds gt 0>>
                        <<replace "#countdown">>$seconds sec<</replace>>
                        <<set setup.seconds to $seconds>>
                <<else>>
                        <<goto "EndManager">>
                        <<set setup.seconds to $seconds>>
                        <<stop>>
                <</if>>
        <</repeat>>
<</silently>></div>
<div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
<div class="C1"><<if setup.coffeelvl is 0>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                <<elseif setup.tealvl is 1>>
                        <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                <<elseif setup.tealvl is 2>>
                        <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                <<elseif setup.tealvl is 3>>
                        <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                <<elseif setup.tealvl is 4>>
                        <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                <</if>>
        <<elseif setup.coffeelvl is 1>>
                <<if setup.tealvl is 0>>
                        <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
```

```
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<<if setup.tealvl gt 1>>
Je réussie à appuyer bouton après bouton. Je resens ce qui va venir, la balance du jeu. On dirait que
Dance Dance directement me parle, tout fait du sens, c'est comme si je voyais le code derrière le jeu...
Hmmmm... est-ce du Javascript? Le language nommé après mon peuple?
Je continue à danser, il y a une certaine fluidité dans mes mouvements et je n'utilise même pas la barre
derrière moi qui sert à se balancer dans le jeu.
Finalement, je gagne avec mon combo de 356 et mon score de S+.
Je me retourne et je vois le vin bouleversé caressant son bras mécanique.
[["Je le demande s'il est correct"|Arcade_Vin4_win][$sec = setup.seconds]]
<<else>>
Rien ne fait du sense; j'ai l'impression qu'une flèche de droite va venir mais c'est une flèche de
gauche. Je me croyais calme mais le grand montant de flèches qu'il faut que je pèse dessus me stress.
Quand j'en manque une cela me débalance et je perds le file...
Finalement, je finis par perdre la partie avec un score de F.
Je me retourne et je vois le vin qui me regarde un peu déçu.
<p style="color:rgb(152, 0, 0)">Vecchi Vino: On dirait que tu n'es pas trop bon à ce jeu, mais tu peux
venir pour me re-challenger si tu veux.</p><p style="color:rgb(235, 235, 235)">Moi: Ouais, tu as raison
je n'étais pas assez calme.</p>[["Retour aux arcades"|Arcades][$sec = setup.seconds]]
<</if>>
        </div>
</div>

-------------------------------------------------------------------------------------------------------

Arcade_Vin3_coffee
<<set setup.location to "Arcade">>
<<set setup.C2 to "FakeArm">>
<<set $seconds to $sec>>
<<set setup.ArcadeFalseArmChallenged to true>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
```

```
            <<elseif setup.location is "Salle">>
                    <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
            <<elseif setup.location is "Lobby">>
                    <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
            <<elseif setup.location is "Arcade">>
                    <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
            <<elseif setup.location is "Musee">>
                    <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
            <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
```

```
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
```

```
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                    <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<<if setup.coffeelvl gt 1>>
Je réussie à appuyer bouton après bouton. Mes jambes bougent plus vite qu'un éclaire et mon cerveau
fonctionne à la vitesse de la lumière. Les flèches qui arrivent sur mon écran me semblent de plus en
plus lentes.
Je pourrais surement devenir un professionel de Dance Dance.
Finalement, je gagne avec mon combo de 356 et mon score de S+.
Je me retourne et je vois le vin bouleversé caressant son bras mécanique.
[["Je le demande s'il est correct"|Arcade_Vin4_win]][$sec = setup.seconds]]
<<else>>
Je vois les flèches venir une après l'autre, j'essaye de peser les boutons au bon moment, mais je me
sens lent. L'énergie que je croyais resentir passé dans les veines de mes jambes et inexistante.
Je fais de mon mieux mais mon écran et remplis de ''MISS'' en rouge.
Finalement, je finis par perdre la partie avec un score de F.
Je me retourne et je vois le vin qui me regarde un peu déçu.
<p style="color:rgb(152, 0, 0)">Vecchi Vino: On dirait que tu n'es pas trop bon à ce jeu, mais tu peux
venir pour me re-challenger si tu veux.</p><p style="color:rgb(235, 235, 235)">Moi: Ouais, tu as raison,
je crois que je suis un peu fatigué aujourd'hui.</p>[["Retour aux arcades"|Arcades][$sec =
setup.seconds]]
<</if>>
        </div>
</div>
```

Arcade_Vin4_win

```
<<set setup.location to "Arcade">>

<<set setup.C2 to "FakeArm">>

<<set $seconds to $sec>>

<<set setup.ArcadeFalseArm to true>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
```

```
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
```

```
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
                <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(152, 0, 0)">Vecchio Vino: Non, je suis correct... Je suis juste surpris d'avoir
perdu. Cela fait un boût que cela m'arrive. Quand j'étais plus jeune, j'étais un champion international.
</p>Je suis honnêtement surpris qu'il y a des championnats internationaux pour ce jeu, mais j'évite de
commenter...
Il blague.
<p style="color:rgb(152, 0, 0)">Vecchio Vino: C'est tout de même surprenant que je ne suis pas autant
bon qu'auparavant, parce que les vins normalement s'améliorent avec le temps hehe.</p>
Sa blague est nulle, mais il a raison que c'est surpenant, il semble très en forme. C'est là qu'en
regardant son bras je réalise.
[["Moi: Avais-tu un faux bras quand tu compétitionnais"|Arcade_Vin5][$sec = setup.seconds]]
        </div>
</div>
```

```
Arcade_Vin5
<<set setup.location to "Arcade">>

<<set setup.C2 to "FakeArm">>

<<set $seconds to $sec>>

<<set setup.ArcadeFalseArm to true>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
```

```
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                      <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                      <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                      <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                      <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                      <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                      <</if>>
                <<elseif setup.coffeelvl is 1>>
                      <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                      <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                      <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                      <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                      <</if>>
                <<elseif setup.coffeelvl is 2>>
                      <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                      <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                      <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                      <</if>>
                <<elseif setup.coffeelvl is 3>>
                      <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(152, 0, 0)">Vecchio Vino: Non, mais il ne faut pas blâmer le bras, quand je l'ai
acheté c'était le meilleur bras de Wondasahi. Les cafés japonais savent ce qu'ils font!</p><p
style="color:rgb(235, 235, 235)">Moi: Les cafés japonais de Wondasahi?</p><p style="color:rgb(152, 0,
0)">Vecchio Vino: Es-tu supris? Heheheh, mon merveilleux bras fonctionne à base de graine de café. Il
est tout comme un bras normal.</p>Graine de café? Regardant son bras glaço-mécanique, j'ai une idée.
Il n'a pas l'air de trop en avoir besoin en ce moment durant ses jeux.
Je peux surement dévoiler qui je suis et mentionner que je connais les CEOs de Wondasahi (qui n'est
surprenamment pas faux) et lui dire de me passer son bras pour que je le leur envoie pour réparage,
juste pour que j'extrais la graine de café de son bras.
Sinon, je peux aussi lui passer honnêtement le contacte...
[["Voler un bras est tout de même drôle"|Arcade_Vin6_coffee][$sec = setup.seconds]]
[["Il me faut son bras, il n'y a rien de plus important que le concert"|Arcade_Vin6_coffee][$sec =
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setup.seconds]]

[["Je ne suis pas tant désespérée que je volerais un bras..."|Arcade_Vin6_tea][$sec = setup.seconds]]

        </div>

</div>

-------------------------------------------------------------------------------------------------------------

Arcade_Vin6_coffee

<<set setup.location to "Arcade">>

<<set setup.C2 to "FakeArm">>

<<set $seconds to $sec>>

<<set setup.haveFakeArm to false>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>

            <<repeat 1s>>

                    <<set $seconds to $seconds - 1>>

                    <<if $seconds gt 0>>

                            <<replace "#countdown">>$seconds sec<</replace>>

                            <<set setup.seconds to $seconds>>

                    <<else>>

                            <<goto "EndManager">>

                            <<set setup.seconds to $seconds>>

                            <<stop>>

                    <</if>>

            <</repeat>>
```

```
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
```

```
                                    <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                    <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                    <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                    <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(235, 235, 235)">Moi: En faite, ton bras était juste le meilleur dans le temps quand
tu l'as acheté!</p><p style="color:rgb(152, 0, 0)">Vecchio Vino: J'achète toujours ce qui a de mieux,
hehehehe, comme les billets du concert d'aujourd'hui je suis en première rangée!</p><p
style="color:rgb(235, 235, 235)">Moi: Mais ton bras n'est plus le meilleur qu'il y a pour toi ces jours-
ci.</p>J'enlève alors mes lunettes, me dévoilant.
<p style="color:rgb(235, 235, 235)"><p style="color:rgb(235, 235, 235)">Moi: Je suis content que tu
assistes à mon concert, et j'adore toujours aider mes fans. En faite, ton bras est mal calibré ce qui te
```

débalance et cela ruine ta performance sur Dance Dance et t'affecte surement dans ta vie de tous les jours.</p><p style="color:rgb(152, 0, 0)">Vecchio Vino: Hmmmm, je m'en doutais un peu.</p><p style="color:rgb(235, 235, 235)">Moi: J'ai des connections avec Wondasahi, alors si tu me passes ton bras maintenant, ton addresse et information je peux t'aider à ce qu'ils le recalibrent pour toi en t'en envoie un plus nouveau!</p><p style="color:rgb(152, 0, 0)">Vecchio Vino: Vraiment, si j'enlève mon bras glaço-mécanique maintenant t'es sûr que tu pourras m'aider?</p>[["Moi: Oui, je suis certain(lui mentir)"|Arcade_Vin7_coffee][$sec = setup.seconds]]

[["Moi: Non, je te blague"|Arcade_Vin7_tea][$sec = setup.seconds]]

        </div>

</div>

Arcade_Vin6_tea
```
<<set setup.location to "Arcade">>

<<set setup.C2 to "FakeArm">>

<<set $seconds to $sec>>

<<set setup.ArcadeFalseArm to true>>

<<set setup.tealvl to setup.tealvl +1>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

   </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>
```

```
                        <<set setup.seconds to $seconds>>
            <<else>>
                    <<goto "EndManager">>
                    <<set setup.seconds to $seconds>>
                    <<stop>>
            <</if>>
        <</repeat>>
  <</silently>></div>
  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
              <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
```

```
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
```

Je me sens mal pour lui. C'est un vieux vin avec un bonne esprit; avec son énergie, je ne serais pas surpris s'il a des ancêtres pétillants.

<p style="color:rgb(235, 235, 235)">Moi: En faite, ton bras était juste le meilleur dans le temps quand tu l'as acheté!</p><p style="color:rgb(152, 0, 0)">Vecchio Vino: J'achète toujours ce qui a de mieux, hehehehe, comme les billets du concert d'aujourd'hui je suis en première rangée!</p><p style="color:rgb(235, 235, 235)">Moi: Mais ton bras n'est plus le meilleur qu'il y a pour toi. </p>J'enlève alors mes lunettes, me dévoilant.

<p style="color:rgb(235, 235, 235)">Moi: Je suis content que tu assistes à mon concert, et j'adore toujours aider mes fans. Vous m'aidez en assistant à mes concerts et en achetant ma marchandise et j'aime toujours bien redonner à mes fans.</p><p style="color:rgb(235, 235, 235)">Moi: Je connais en faite des gens à Wondasahi, voici le courriel personnel du CEO et le mien. Contacte le avec ton information et tes mesures me mettant aussi dans la liste d'envois!</p>Vino me regarde un peu figé ne sachant comment réagir. Lui mettant le petit papier dans sa main je n'attends pas qu'il me réponde et je me retourne et repart.

[["Je me sens un peu mieux et plus calme ayant fait du bien."|Arcades][$sec = setup.seconds]]

        </div>

</div>

Arm_Extract
<<set setup.haveFakeArm to false>>
<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<<set setup.coffeelvl to setup.coffeelvl+1>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>

```
        </div>
        <div class="timer"><span id="countdown">$seconds sec</span>
        <<silently>>
                <<repeat 1s>>
                        <<set $seconds to $seconds - 1>>
                        <<if $seconds gt 0>>
                                <<replace "#countdown">>$seconds sec<</replace>>
                                <<set setup.seconds to $seconds>>
                        <<else>>
                                <<goto "EndManager">>
                                <<set setup.seconds to $seconds>>
                                <<stop>>
                        <</if>>
                <</repeat>>
        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
```

```
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 4>>
                            <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
            <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
            <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
            <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
            <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
            <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
            <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
```

```
                  <<elseif setup.C2 is "SuitcaseMafia">>

                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                  <<elseif setup.C2 is "BarWoman">>

                        <img src="./Images/Char_BarWoman.png" class="Char_img">

                  <</if>>

    </div>

    <div class="textOpt">

    Prennant le bras et le retournant de bord, je trouve le petit compartiment de batteries.

    Heureusement que je n'ai pas besoin de tourne-vis pour y avoir accès. Je réussie alors à l'ouvrir avec

mes ongles et je prends possession du fragment de café et le mange!

Malheureusement, je crois que j'ai détruit ma manicure...

    [["Retour à la loge"|Loge d'artiste][$sec = setup.seconds]]

          </div>

</div>
```

Arcade_Vin7_coffee
```
<<set setup.location to "Arcade">>

<<set setup.C2 to "FakeArm">>

<<set $seconds to $sec>>

<<set setup.ArcadeFalseArm to true>>

<<set setup.haveFakeArm to true>>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                  <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

        <<elseif setup.location is "Bar">>

                  <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

        <<elseif setup.location is "Salle">>

                  <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

        <<elseif setup.location is "Lobby">>

                  <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

        <<elseif setup.location is "Arcade">>

                  <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

        <<elseif setup.location is "Musee">>

                  <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

        <</if>>

    </div>

    <div class="timer"><span id="countdown">$seconds sec</span>

    <<silently>>
```

```
                <<repeat 1s>>

                        <<set $seconds to $seconds - 1>>

                        <<if $seconds gt 0>>

                                <<replace "#countdown">>$seconds sec<</replace>>

                                <<set setup.seconds to $seconds>>

                        <<else>>

                                <<goto "EndManager">>

                                <<set setup.seconds to $seconds>>

                                <<stop>>

                        <</if>>

                <</repeat>>

    <</silently>></div>

    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>

    <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
```

```
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
```

```
                <img src="./Images/Char_BarWoman.png" class="Char_img">
        <</if>>
    </div>
    <div class="textOpt">
```
<p style="color:rgb(152, 0, 0)">Vino: Alors, si je te passe mon bras, tu pourras l'envoyer à Wondasahi pour qu'ils le recalibrent et l'améliorent.</p>Je le regarde direct dans les yeux.

<p style="color:rgb(235, 235, 235)">Moi: Exactement.</p>

Je me sens un peu mal de lui mentir que j'ai besoin de son bras alors que ça serait plus simple qu'il contacte lui même Wondasahi avec mon nom. Mais j'ai vraiment besoin de la graine de café et si je lui donne le contacte direct il n'y a pas façon que je l'obtienne...

Vino me regarde un peu incertain, mais tout de même il me fait confience à cause de ma popularité; il sait que tous Rockstars doivent éviter les scandales ces jours-ci.

Avec un twist, il enlève son bras et me le passe avec un petit papier contenant son information.

<p style="color:rgb(235, 235, 235)">Moi: Merci, je te recontacte.</p>[["Je repars alors avec son bras, il faut que je trouve un endroit calme pour l'ouvrir et prendre le fragment de café cependant."|Arcades][$sec = setup.seconds]]

```
        </div>
</div>
```

Arcade_Vin7_tea
```
<<set setup.location to "Arcade">>
<<set setup.C2 to "FakeArm">>
<<set $seconds to $sec>>
<<set setup.ArcadeFalseArm to true>>
<<set setup.tealvl to setup.tealvl +1>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
```

```
                <</if>>
    </div>
    <div class="timer"><span id="countdown">$seconds sec</span>
    <<silently>>
            <<repeat 1s>>
                    <<set $seconds to $seconds - 1>>
                    <<if $seconds gt 0>>
                            <<replace "#countdown">>$seconds sec<</replace>>
                            <<set setup.seconds to $seconds>>
                    <<else>>
                            <<goto "EndManager">>
                            <<set setup.seconds to $seconds>>
                            <<stop>>
                    <</if>>
            <</repeat>>
    <</silently>></div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
            <<elseif setup.coffeelvl is 1>>
```

```
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
```

```
                    <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
<p style="color:rgb(235, 235, 235)">Moi: Je ne vais pas voler ton bras! T'aurais dû voir ton visage.
HAHAHAHHAH!</p>Vino me regarde un peut étrange n'ayant pas compris mon humour.
C'est pour cela que je fais de la musique et non du StandUp.
<p style="color:rgb(235, 235, 235)">Moi: Coici le courriel personnel du CEO de Wondasahi et le mien.
Contacte le avec ton information et tes mesures me mettant aussi dans la liste d'envois!</p>
Vino me regarde un peu figé et toujours un peu confus à cause de ma blague ne sachant comment réagir.
Lui mettant le petit papier dans sa main je n'attends pas qu'il me réponde et je me retourne et repart.
[["Je me sens un peu mieux et plus calme ayant fait du bien."|Arcades][$sec = setup.seconds]]
        </div>
</div>

----------------------------------------------------------------------------------------------------------

LogeArtiste_intro
<<set setup.location to "Loge">>
<<set setup.C2 to "none">>
<<set $seconds to $sec>>
<<set setup.pantschecks to 0>>
<div class="container">
<div class="Background"><<if setup.location is "Loge">>
                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
```

```
        </div>
        <div class="timer"><span id="countdown">$seconds sec</span>
        <<silently>>

                <<repeat 1s>>

                        <<set $seconds to $seconds - 1>>

                        <<if $seconds gt 0>>

                                <<replace "#countdown">>$seconds sec<</replace>>

                                <<set setup.seconds to $seconds>>

                        <<else>>

                                <<goto "EndManager">>

                                <<set setup.seconds to $seconds>>

                                <<stop>>

                        <</if>>

                <</repeat>>

        <</silently>></div>
        <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
        <div class="C1"><<if setup.coffeelvl is 0>>

                        <<if setup.tealvl is 0>>

                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">

                        <<elseif setup.tealvl is 1>>

                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">

                        <<elseif setup.tealvl is 2>>

                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">

                        <<elseif setup.tealvl is 3>>

                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">

                        <<elseif setup.tealvl is 4>>

                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">

                        <</if>>

                <<elseif setup.coffeelvl is 1>>

                        <<if setup.tealvl is 0>>
```

```
                              <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                              <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
          <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                              <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
          <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                              <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                              <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
          <<elseif setup.coffeelvl is 4>>
                              <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
          <</if>>
  </div>
  <div class="C2">
<<if setup.C2 is "Shifty">>
                    <img src="./Images/Char_Shifty.png" class="Char_img">
          <<elseif setup.C2 is "FakeArm">>
                    <img src="./Images/Char_FakeArm.png" class="Char_img">
          <<elseif setup.C2 is "FruitPunch">>
                    <img src="./Images/Char_FruitPunch.png" class="Char_img">
          <<elseif setup.C2 is "HighCoffee">>
                    <img src="./Images/Char_HighCoffee.png" class="Char_img">
          <<elseif setup.C2 is "JuiceBoxGirl">>
                    <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
          <<elseif setup.C2 is "Security">>
                    <img src="./Images/Char_Security.png" class="Char_img">
```

```
                <<elseif setup.C2 is "SuitcaseMafia">>

                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">

                <<elseif setup.C2 is "BarWoman">>

                        <img src="./Images/Char_BarWoman.png" class="Char_img">

                <</if>>

    </div>

    <div class="textOpt">
```

Ma loge d'artiste est dans son état de désordre habituel. Tous les autres membres du groupe sont parties visiter la ville excepté Garry qui joue avec des batteries invisibles probablement après une nuit blanche. Allongée à côté de lui est assise une jeune adulte punch au fruit qui joue à Human Crush sur son smartphone d'un air un peu ennuyé.

Je vois qu'elle a poussé mes sweatpants de voyage à terre avant de s'étendre.

```
<<if setup.haveFakeArm is true>>
```

J'ai sur mon bureau le bras glaço-mécanique Wondasahi du vieux vin...

C'est un nouveau bas pour moi je crois.

```
[["Extraire le fragment de café du bras"|Arm_Extract][$sec = setup.seconds]]

<</if>><<if setup.focus is "FirstSongUnlockto">>
```

Dans le coin se trouve le coffre contenant les paroles de ma première chanson, je ne l'ai pas ouvert depuis des années et je l'apporte avec moi simplement par habitude. J'ai même oublié la combinaison à trois chiffres.

```
<</if>>
```

Sur le babillard se trouve quatre photos

```
[["Observer Photo 1"|Loge_Photo1][$sec = setup.seconds]]

[["Observer Photo 2"|Loge_Photo2][$sec = setup.seconds]]

[["Observer Photo 3"|Loge_Photo3][$sec = setup.seconds]]

[["Observer Photo 4"|Loge_Photo4][$sec = setup.seconds]]

<<if setup.FirstSongUnlock is false>>

[["Essayer d'ouvrir coffre"|Loge_CoffreEvent][$sec = setup.seconds]]

<</if>><<if setup.gottenboost is false>>

[["Regarder dans les poches du pantalon"|Pants_1][$sec = setup.seconds]]

<</if>>

[["Parler à Garry"|Loge d'artiste_Garry][$sec = setup.seconds]]

[["Parler à la jeune punch au fruit"|Loge d'artiste_Punch][$sec = setup.seconds]]

[["Aller dans la salle de concert"|Salle de Concert][$sec = setup.seconds]]

        </div>

</div>
```

Bar_CindyIntro1_3_Neutre

```
<<set $seconds to $sec>>

<<set setup.C2 to "JuiceBoxGirl">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

            <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">

    <<elseif setup.location is "Bar">>

            <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">

    <<elseif setup.location is "Salle">>

            <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">

    <<elseif setup.location is "Lobby">>

            <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">

    <<elseif setup.location is "Arcade">>

            <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">

    <<elseif setup.location is "Musee">>

            <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">

    <</if>>

  </div>

  <div class="timer"><span id="countdown">$seconds sec</span>

  <<silently>>

        <<repeat 1s>>

                <<set $seconds to $seconds - 1>>

                <<if $seconds gt 0>>

                        <<replace "#countdown">>$seconds sec<</replace>>

                        <<set setup.seconds to $seconds>>

                <<else>>

                        <<goto "EndManager">>

                        <<set setup.seconds to $seconds>>

                        <<stop>>

                <</if>>

        <</repeat>>

  <</silently>></div>

  <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
```

```
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
  <div class="C1"><<if setup.coffeelvl is 0>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                    <<elseif setup.tealvl is 4>>
                            <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                    <</if>>
             <<elseif setup.coffeelvl is 1>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                    <<elseif setup.tealvl is 3>>
                            <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                    <</if>>
             <<elseif setup.coffeelvl is 2>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                    <<elseif setup.tealvl is 2>>
                            <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                    <</if>>
             <<elseif setup.coffeelvl is 3>>
                    <<if setup.tealvl is 0>>
                            <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                    <<elseif setup.tealvl is 1>>
                            <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                    <</if>>
             <<elseif setup.coffeelvl is 4>>
```

```
                        <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">

                <</if>>
    </div>
    <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
                <<elseif setup.C2 is "BarWoman">>
                        <img src="./Images/Char_BarWoman.png" class="Char_img">
                <</if>>
    </div>
    <div class="textOpt">
Je m'approche et relève mes lunettes de soleil pour révéler mon identité. Elle me regarde avec un
sourire débordant.
<p style="color:rgb(235, 235, 235)">Moi: Rebonjour, faisons plus ample connaissance. Mais avant laisse-
moi deviner ton nom. J'ai un don pour ça, je suis sûre que tu t'appelles...</p>
    <<if setup.SandyEventOver is false>>
    [["Sandy"|Bar_CindyIntro2_right][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Brigite"|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
    <</if>><<if setup.SandyEventOver is false>>
    [["Windy"|Bar_CindyIntro2_wrong][$sec = setup.seconds]]
    <</if>>
        </div>
</div>
```

StartGame

```
<<set setup.coffeelvl to 0>>

<<set setup.tealvl to 0>>

<<set setup.GarryDialogueAide to 0>>

<<set setup.GarryDialogue to 0>>

<<set setup.GarryDialogueInfo to 0>>

<<set setup.JetonArcade to false>>

<<set setup.PunchGirl to 0>>

<<set setup.PunchGirlInfo to false>>

<<set setup.PunchGirl_SandyInfo to 0>>

<<set setup.SeingSandy to false>>

<<set setup.SandyEventOver to false>>

<<set setup.SandyEndormi to false>>

<<set setup.SandyPoint to 0>>

<<set setup.Sandyfailed to false>>

<<set setup.SandyState to 0>>

<<set setup.HommeALamaletteEnd to false>>

<<set setup.HommeMaletteConcertReady to false>>

<<set setup.HommeALamaletteConcertEnd to false>>

<<set setup.BoissonVege to false>>

<<set setup.FirstSongUnlock to false>>

<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentTaken to false>>

<<set setup.MuseeUniforme to false>>

<<set setup.ArcadeThiefLeft to false>>

<<set setup.ArcadeFalseArm to false>>

<<set setup.ArcadeFalseArmChallenged to false>>

<<set setup.gottenboost to false>>

<<set setup.haveFakeArm to false>>

<<set setup.CoffreGood to 0>>

<<set setup.MuseeFragmentInfo to false>>

<<set setup.GaryTalked to false>>

<<set setup.C2 to "HighCoffee">>

<<set $seconds to 1200>>

<<set setup.seconds to $seconds>>

<<set setup.location to "Loge">>

<<set setup.focus to "none">>

<div class="container">

<div class="Background"><<if setup.location is "Loge">>

                <img src="./Images/Bkgd_Loge.png" class="Bkgd_img">
```

```
        <<elseif setup.location is "Bar">>
                <img src="./Images/Bkgd_Bar.png" class="Bkgd_img">
        <<elseif setup.location is "Salle">>
                <img src="./Images/Bkgd_Salle.png" class="Bkgd_img">
        <<elseif setup.location is "Lobby">>
                <img src="./Images/Bkgd_Lobby.png" class="Bkgd_img">
        <<elseif setup.location is "Arcade">>
                <img src="./Images/Bkgd_Arcade.png" class="Bkgd_img">
        <<elseif setup.location is "Musee">>
                <img src="./Images/Bkgd_Musee.png" class="Bkgd_img">
        <</if>>
    </div>
    <div class="timer">1200 sec</div>
    <div class="menu"><<if setup.tealvl is 0>><img src="./Images/Tea0.png" class="Knob_img"><<elseif
setup.tealvl is 1>><img src="./Images/Tea1.png" class="Knob_img"><<elseif setup.tealvl is 2>><img
src="./Images/Tea2.png" class="Knob_img"><<elseif setup.tealvl is 3>><img src="./Images/Tea3.png"
class="Knob_img"><<elseif setup.tealvl is 4>><img src="./Images/Tea4.png" class="Knob_img"><</if>><<if
setup.coffeelvl is 0>><img src="./Images/Coffee0.png" class="Knob_img"><<elseif setup.coffeelvl is 1>>
<img src="./Images/Coffee1.png" class="Knob_img"><<elseif setup.coffeelvl is 2>><img
src="./Images/Coffee2.png" class="Knob_img"><<elseif setup.coffeelvl is 3>><img
src="./Images/Coffee3.png" class="Knob_img"><<elseif setup.coffeelvl is 4>><img
src="./Images/Coffee4.png" class="Knob_img"><</if>><<link [img[./Images/Button.png][On with the
story]]>><<goto "EndManager">><</link>></div>
    <div class="C1"><<if setup.coffeelvl is 0>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_0_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_0_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_0_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_0_3.png" class="Char_img">
                        <<elseif setup.tealvl is 4>>
                                <img src="./Images/Char_Rockstar_0_4.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 1>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_1_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
```

```
                                <img src="./Images/Char_Rockstar_1_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_1_2.png" class="Char_img">
                        <<elseif setup.tealvl is 3>>
                                <img src="./Images/Char_Rockstar_1_3.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 2>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_2_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_2_1.png" class="Char_img">
                        <<elseif setup.tealvl is 2>>
                                <img src="./Images/Char_Rockstar_2_2.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 3>>
                        <<if setup.tealvl is 0>>
                                <img src="./Images/Char_Rockstar_3_0.png" class="Char_img">
                        <<elseif setup.tealvl is 1>>
                                <img src="./Images/Char_Rockstar_3_1.png" class="Char_img">
                        <</if>>
                <<elseif setup.coffeelvl is 4>>
                                <img src="./Images/Char_Rockstar_4_0.png" class="Char_img">
                <</if>>
        </div>
        <div class="C2">
<<if setup.C2 is "Shifty">>
                        <img src="./Images/Char_Shifty.png" class="Char_img">
                <<elseif setup.C2 is "FakeArm">>
                        <img src="./Images/Char_FakeArm.png" class="Char_img">
                <<elseif setup.C2 is "FruitPunch">>
                        <img src="./Images/Char_FruitPunch.png" class="Char_img">
                <<elseif setup.C2 is "HighCoffee">>
                        <img src="./Images/Char_HighCoffee.png" class="Char_img">
                <<elseif setup.C2 is "JuiceBoxGirl">>
                        <img src="./Images/Char_JuiceBoxGirl.png" class="Char_img">
                <<elseif setup.C2 is "Security">>
                        <img src="./Images/Char_Security.png" class="Char_img">
                <<elseif setup.C2 is "SuitcaseMafia">>
                        <img src="./Images/Char_SuitcaseMafia.png" class="Char_img">
```

```
                <<elseif setup.C2 is "BarWoman">>
                    <img src="./Images/Char_BarWoman.png" class="Char_img">
            <</if>>
    </div>
    <div class="textOpt">
Lorsque je rentre dans ma loge, je sens quelque chose de différent, quelque chose de flou qui était
présent lorsque je m'étais réveillé ce matin mais qui commence à graduellement à se confirmer, quelque
chose de différent dans le café qui coule, littéralement, dans mon corps.
Garry, le basiste du groupe a un bref de lucidité et réussit à voir mon état.
<p style="color:rgb(255, 0, 0)">Bassiste Gary: Hey mec, qu'est-ce qui se passe. Je sens quelque chose
d'étrange dans ton aura.</p>[["J'ai pas la pêche"|Introduction 2_1][$sec = setup.seconds]]
[["Je me sens comme la fois où j'ai été au magic show à Kambushatown"|Introduction 2_2][$sec =
setup.seconds]]
        </div>
</div>
```