Oops

startup

(set: $stageNumber to 0)

The Deep Forest

Authors: Aniket Banginwar & Shivam Pandey

Oops, you are lost in a deep forest. The trees grow so close together that you cannot see the moon or the sky, and no animals or small plants thrive on the ground. It seems dangerous around, so keep your eyes sharp...

and...

try to go somewhere.

wait...

there's a ball in your pocket!

Actions:

[[Who am I?|playerDesc]]

[[What is the use of the ball?|ballDesc]]

[[Drop the ball|ballDrop]]

[[Go North|forestNorth]]

[[Go East|forestEast]]

[[Go South|forestSouth]]

[[Go West|forestWest]]

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playerDesc

Some people call you Ivan the Fool, but you pay no attention to their rudeness.

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ballDesc

Whenever you drop this, it rolls in the way you should go.

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ballDrop

(if: $stageNumber is 0)[

(alert: "The ball rolls suggestively towards west. You pick it up again before it can get too

far ahead of you.")

(goto: "startup")]

(else:)[

(if: $stageNumber is 1)[

(alert: "The ball rolls suggestively towards inside. You pick it up again before it can get
too far ahead of you.")

(goto: "WitchGarden")]

(else:)[

(alert: "The ball rolls around uncertainly and then comes back to sit at your feet with such
an apologetic air that you have to pick it back up.")

(goto: "witchHut")

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forestNorth

There is nothing but a deep dark forest in this direction. Explore other sides to make
progress.

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forestEast

There is nothing but a deep dark forest in this direction. Explore other sides to make
progress.

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forestSouth

There is nothing but a deep dark forest in this direction. Explore other sides to make
progress.

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forestWest

There is a garden in the West!

Looks very spooky...

[[Go to Garden|WitchGarden]]

WitchGarden

(set: $stageNumber to 1)

In this garden grow plants that eat insects and plants that eat birds. It is bordered by a
bone fence, and the pavements are made of a giant's kneecaps.

In the center of the garden is Witch's hut, which walks on chicken legs. Currently the hut is
squatting on the ground.

A beautiful and tasteful plant is in Witch's Garden.

Some plants can even speak!

Actions:

[[Enter Witch's Hut|witchHut]]

[[Drop the ball|ballDrop]]

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witchHut

(set: $stageNumber to 2)

From in here, there is no evidence of the hut's chicken nature except that the wallpaper is
made of yellow-white feathers.

One corner of the hut is taken up by the gigantic mortar, big enough to stand in.

Witch sits at her work table, sewing symbols into a magic towel.

Her teeth are made of iron and her eyes can see in the dark. Though she is old, her fingers
are nimble, and she has forgotten nothing that she has ever seen.

[[Examine the mortar|examineMortar]]

[[Examine the magic Towel|examineTowel]]

[[Drop the ball|ballDrop]]

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examineMortar

Oh, I wouldn't do that, Foolish Ivan,' says Witch. 'Where it would take you, you're not ready
to go.

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examineTowel

To judge by the spell worked into its fringes, this is a towel that can turn into a bridge
across any river or chasm.