The door

start

(set: $name to (prompt: "Enter your name:", "Bob"))

(set: $counter to 0)

(set: $kickCounter to 0)

(set: $rubFireplace to 0)

(set: $rubDesk to 0)

(set: $hasLadder to 0)

(set: $hasDoor to 0)

(set: $hasChair to 0)

(set: $hasShovel to 0)

(set: $hasMagicCoin to 0)

(set: $hasSecretKey to 0)

(set: $seenSecretRoom to 0)

(set: $drinkCounter to 0)

<img src="https://images.freeimages.com/images/large-previews/1fa/old-mansion-1212658.jpg"
style="text-align:center; vertical-align:middle; max-width:400px; max-height:400px;">

The Door

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Welcome to the old mansion $name!

You can use HELP to know more about how to play the game.

You can use ABOUT to get more details about the game.

Best of Luck! Hope you find your way to the Trophy!

[[Enter the Study Room]]

[[Take a breather...]]

Take a breather...

Hey! Looks like you are scared!

Dont worry! This is not a horror game.

[[Enter the Study Room]]

Enter the Study Room

Welcome to the Study Room!

Description of the room:

1. There are no doors to on any of the wall!

2. There is a fireplace, bookshelf, desk and a ladder in the study room.

<img src="https://cdna.artstation.com/p/assets/images/images/034/258/666/large/lior-fiske-vintage-study-room-original-image.jpg?1611827883" style="text-align:center; vertical-align:middle; max-width:400px; max-height:400px;">

Look around, maybe you find some clues to escape from the room!

Actions:

[[Rub Desk]]

[[Pick up ladder]]

[[Put down ladder]]

[[Check Inventory|StudyCheckInventory]]

[[Go to North Wall|StudyNorthWall]]

[[Go to South Wall|StudySouthWall]]

[[Go to East Wall|StudyEastWall]]

[[Go to West Wall|StudyWestWall]]

Rub Fireplace

(alert: "This is just a dusty old fireplace.")

(if: $rubFireplace is 0)[

(set: $counter to ($counter + 1))(set: $rubFireplace to 1)

(if: $counter is 2)[

(alert: "Woohhh! Looks like you have a gift! Check inventory!!")

```
(set: $hasDoor to 1)]]
```

```
(goto: "Enter the Study Room")
```

Rub Desk

```
(alert: "This is just a dusty old desk.")
```

```
(if: $rubDesk is 0)[
```

```
(set: $counter to ($counter + 1))(set: $rubDesk to 1)
```

```
(if: $counter is 2)[
```

```
(alert: "Woohhh! Looks like you have a gift! Check inventory!!")
```

```
(set: $hasDoor to 1)]]
```

```
(goto: "Enter the Study Room")
```

Pick up ladder

```
(if: $hasLadder is 1)[
```

```
You already have the ladder. You can use it by exploring the study room.]
```

```
(else:)[
```

```
(set: $hasLadder to ($hasLadder + 1))
```

```
(alert: "You have picked up the ladder. Explore the study room more to use it.")
```

```
(goto: "Enter the Study Room")]
```

Put down ladder

```
(if: $hasLadder is 1)[
```

```
(set: $hasLadder to ($hasLadder - 1))
```

```
(alert: "You have put down the ladder.")
```

```
(goto: "Enter the Study Room")]
```

```
(else:)[
```

```
"You do not have the ladder in your inventory."]
```

StudyNorthWall

There is nothing on the North Wall except a fireplace.

You can explore the fireplace if you want.

[[Rub Fireplace]]

StudyEastWall

The wall is empty. There is nothing on the wall.

StudyWestWall

(if: $hasDoor is 0)[

The wall is empty. There is nothing on the wall.]

(else:)

[There is no door on the wall. But you can use door from the inventory!

[[Use Door to go West|Living Room]]

]

StudySouthWall

(if: $hasLadder is 0)[

There is a window on the south wall.

It is high up! Look for something to reach it!

]

(else:)

[

You can use the ladder to look out the window!

[[Look at Garden]]

]

StudyCheckInventory

(if: $hasDoor is 1 and $hasLadder is 1)[

(alert: "You have a door and a ladder! Looks like you are going to find a way out soon!")

(goto: "Enter the Study Room")]

(if: $hasDoor is 1 and $hasLadder is 0)[

(alert: "You have a door! Look for more tools in the room to help you escape!")

(goto: "Enter the Study Room")]

(if: $hasDoor is 0 and $hasLadder is 1)[

```
(alert: "You have a ladder! Explore the room more to find more tools to help you escape!")

(goto: "Enter the Study Room")]


(if: $hasDoor is 0 and $hasLadder is 0)[

(alert: "Your inventory is empty. Check around the room to find tools to help you escape!")

(goto: "Enter the Study Room")]
```

Look at Garden

It is such a beautiful garden!

```
<img src="https://imagesvc.meredithcorp.io/v3/mm/image?
url=https%3A%2F%2Fstatic.onecms.io%2Fwp-
content%2Fuploads%2Fsites%2F37%2F2016%2F02%2F15224722%2FTDH717169.jpg" style="text-
align:center; vertical-align:middle; max-width:400px;  max-height:400px;">
```

Living Room

Welcome to the living room.

```
<img src="https://thumbs.dreamstime.com/z/aerial-view-large-luxury-living-room-10023772.jpg"
style="text-align:center; vertical-align:middle; max-width:400px;  max-height:400px;">
```

Look around! Try to escape this room. Remember! You want to win the trophy!!!

```
Actions:

[[Check Inventory|LivingCheckInventory]]

[[Go to North Wall|LivingNorthWall]]

[[Go to South Wall|LivingSouthWall]]

[[Go to East Wall|LivingEastWall]]

[[Go to West Wall|LivingWestWall]]

(if: $hasSecretKey is 1)[

[[Go to secret room|SecretRoom]]

]
```

The Garden

Welcome to the garden!!

There is a fountain of water in the center of the garden....

Look around, explore. Remember, your goal is to get the winning trophy!

<img src="https://imagesvc.meredithcorp.io/v3/mm/image?
url=https%3A%2F%2Fstatic.onecms.io%2Fwp-
content%2Fuploads%2Fsites%2F37%2F2016%2F02%2F15224722%2FTDH717169.jpg" style="text-
align:center; vertical-align:middle; max-width:400px; max-height:400px;">

Actions:

[[Drink water from fountain|DrinkFountainWater]]

[[Go North|GardenNorth]]

[[Go South|GardenSouth]]

[[Go East|GardenEast]]

[[Go West|GardenWest]]

[[Check Inventory|GardenCheckInventory]]

LivingNorthWall

There is a dusty bookshelf with some old books on it.

[[Kick Bookshelf|KickBookShelf]]

LivingSouthWall

There is nothing on this wall. Explore more and try to uncover the SECRETS!!

LivingEastWall

There is the door you used to enter the Living Room!

Want to go back to the dusty study?

[[Enter the Study Room]]

LivingWestWall

(if: $seenSecretRoom < 4)[

There is nothing on the wall. But there is something different about this wall. Looks like

there could be a door here. Explore more to know about the secrets of the wall!]

(else:)[

(set: $secretKeyValue to (prompt: "Enter the combined N-E-W-S pass-key to escape this room",

"NA"))

(if: $secretKeyValue is "QWERTYASDFGH")[

[[Door to escape|The Garden]]

]

(else:)[

Incorrect secret key combination. Come back later.]

]

LivingCheckInventory

(if: $hasSecretKey is 1)[

You have a secret key.

]

(else:)[

You do not have anything in inventory right now. Explore around and try to find some clues]

KickBookShelf

(if: $kickCounter is 0)[

(set: $kickCounter to ($kickCounter+1))

(alert: "Books fell down, careful, you might unlock some secret!")

(goto: "Living Room")]

(if: $kickCounter is 1)[

(set: $kickCounter to ($kickCounter+1))

(alert: "Some more books fell down. You are persistent...")

(goto: "Living Room")]

(if: $kickCounter is 2)[

(set: $kickCounter to ($kickCounter+1))

(alert: "An old book fell down, it opened and you find something shiny! Its a key to the

secret room! The key is in your inventory now.")

(set: $hasSecretKey to ($hasSecretKey+1))

```
(goto: "Living Room")]
```

```
(else:)[
```

```
(alert: "Nothing left to see here now.")
```

```
(goto: "Living Room")]
```

SecretRoom

Welcome to the secret room!

The secrets are really important, make sure to write them down.

[[Go back|Living Room]]

[[Look North|SecretNorthWall]]

[[Look South|SecretSouthWall]]

[[Look East|SecretEastWall]]

[[Look West|SecretWestWall]]

SecretNorthWall

```
(set: $seenSecretRoom to ($seenSecretRoom + 1))
```

```
(alert: "N-Key = QWE")
```

```
(goto: "SecretRoom")
```

SecretSouthWall

```
(set: $seenSecretRoom to ($seenSecretRoom + 1))
```

```
(alert: "S-Key = FGH")
```

```
(goto: "SecretRoom")
```

SecretEastWall

```
(set: $seenSecretRoom to ($seenSecretRoom + 1))
```

```
(alert: "E-Key = RTY")
```

```
(goto: "SecretRoom")
```

SecretWestWall

(set: $seenSecretRoom to ($seenSecretRoom + 1))

(alert: "W-Key = ASD")

(goto: "SecretRoom")

DrinkFountainWater

(if: $drinkCounter is 0)[

(set: $drinkCounter to ($drinkCounter + 1))

Yumm! Looks like fresh water. This certainly quenched the thirst of the tired player! But

this does not look like an ordinary fountain...

[[Go back|The Garden]]]

(else:)[

(set: $drinkCounter to ($drinkCounter + 1))

A voice form fountain: Dear $name, I am not just an ordinary fountain! I am a magic fountain.

(if: $hasMagicCoin is 1)[

Looks like you have the Magic coin I am looking for. Give me the coin and you shall get what

you seek...

[[Put Magic coin in the fountain]]]

(else:)[

Look around! Maybe you will find something I need...

[[Go back|The Garden]]

]]

GardenNorth

There is nothing to see here. Maybe explore more of the garden to get tools and clues to the

trophy!!!

GardenSouth

(if: $hasShovel is 0)[

There is a sign on the wall saying: "DIG HERE".

Wonder if there was such a tool to do that... Explore the garden more to find more clues

```
related to this.]


(else:)[

(if: $hasMagicCoin is 1)[

There is nothing here now. Just and empty treasure box...]

(else:)[

There is a sign on the wall saying: "DIG HERE".

You can use your shovel to dig near the wall!

[[Dig ground using shovel]]]

]
```

GardenEast

There is nothing to see here. Maybe explore more of the garden to get tools and clues to the trophy!!!

GardenWest

```
(if: $hasShovel is 0)[

There is a shovel at the west end of the Garden. You should collect all such tools to help
you get the trophy!

[[Pick up shovel]]]

(else:)[

There is nothing here. Explore more to get more clues.]
```

GardenCheckInventory

```
(if: $hasShovel is 1 and $hasMagicCoin is 1)[

(alert: "You have a shovel and a magic coin in your inventory! Best of luck with finding the
trophy!!")]


(if: $hasShovel is 1 and $hasMagicCoin is 0)[

(alert: "You have a shovel in your inventory! Explore around more, maybe you will find
something interesting!!")]
```

Pick up shovel

(set: $hasShovel to ($hasShovel + 1))

(alert: "You have picked up the shovel and have it in your inventory!")

(goto: "The Garden")

Put Magic coin in the fountain

Hahahahohoho!!

Thank you for the magic coin! I know what you have been looking for all this while!

Here, take your prize and win the game!!

(A gold trophy emerges from the fountain water...)

[[Pick up the trophy]]

Pick up the trophy

You have won the game!!

Congratulations!!

Dig ground using shovel

You go on digging and finally find a treasure box!

You open the box and there is a shining Magic coin in it.

(set: $hasMagicCoin to ($hasMagicCoin + 1))

You now own a Magic coin! See if it is helpful in your quest to get the trophy.

[[Go back to garden|The Garden]]