**start.**

**clock. -- more on that later**

**LOOK**

**look. -- general**

**look(wallet). -- look item**

**look(dead\_body). -- look non-takeable item**

**take(dead\_body). -- can’t do it**

**look(n). -- look direction**

**take(wallet).**

**look(wallet). -- look at object you’re holding**

**holding(X).**

**s. -- door blocking**

**CONSTRAINTS / ACTIONS / USE**

**look(id\_card). -- action (more later)**

**look(door).**

**use(id\_card, door).**

**s. -- works!**

**look(e).**

**use(ladder). -- free’s constraints, calls actions, one more thing…**

**look. -- now there’s a box here**

**take(box).**

**assert(holding(12345)). -- because I don’t want to run through game**

**holding(X).**

**use(12345, box). -- merge’s two objects**

**holding(X).**

**n.**

**e.**

**n.**

**s. -- blocked!**

**completion\_time. -- when finished, see how long it took**