# Script File #1

(Test combinations of the grammar)

image bg meadow = "meadow.jpg"

image bg uni = "uni.jpg"

image sylvie smile = "sylvie\_smile.png"

image sylvie surprised = "sylvie\_surprised.png"

define s = Character('Sylvie', color="#c8ffc8")

define m = Character('Me', color="#c8c8ff")

label start:

scene bg meadow

show sylvie smile

"I'll ask her..."

m "Um... will you..."

m "Will you be my artist for a visual novel?"

show sylvie surprised

"Silence."

"She is shocked, and then..."

show sylvie smile

s "Sure, but what is a \"visual novel?\""

Jump to [Choice Section](#Choice_Section)

Cut to:

Bobs garage 2

Fade to:

my house

Aerith enters the scene.

Aerith, pissed off, enters the scene.

Aerith, pissed off and annoyed, enters the scene.

Aerith, pissed, annoyed, and with back turned, enters the scene.

Aerith dissolves in to the scene.

Aerith, pissed off, dissolves in to the scene.

Aerith, pissed off and annoyed, dissolves in to the scene.

Aerith, pissed, annoyed, and with back turned, fades in to the scene.

Aerith enters the scene near the left.

Aerith enters the scene and moves to the door.

Aerith enters the scene quickly.

Aerith fades in to the scene slowly.

Aerith fades in to the scene near the left and moves to the door.

Aerith fades in to the scene near the left and moves to the door over 4 seconds.

Aerith, pissed and mean, fades in to the scene near the left and moves to the door over 4 seconds.

Bob changes to appear pissed.

Bob moves to the stage front.

Bob moves to the stage left quickly.

Bob changes to appear pissed and happy, and then moves to the bookshelf slowly.

Aerith exits the scene.

Aerith fades out of the scene.

Aerith moves from the door and exits the scene.

Aerith moves to the east stairwell and exits the scene.

Aerith moves and exits the scene slowly.

Aerith moves and fades out of the scene slowly.

Aerith moves from the door to the east stairwell and fades out of the scene over 9 seconds.

We hear all music stop.

We hear all music fade out quickly.

We hear all music fade out over 3 seconds.

We hear all music stop.

We hear all music fade out slowly.

We hear the song Bad stop.

We hear the song Main Theme fade out slowly.

We hear the song Main Theme begin to play.

We hear the current music fade out over 5 seconds, and then we hear the song Main begin to play.

We hear the current music fade out over 5 seconds, and then we hear the song Main begin to play.

We see a FLASH.

We see a FLASH effect begin and continue.

We see the FLASH effect stop.

We see all effects stop.

We see the FLASH effect fade away over 5 seconds.

We see all effects fade away quickly.

We see all effects stop.

We see all effects fade away slowly.

We hear a BANG.

We hear a CONCRETE SPRINT.

We hear a SWISH sound begin to repeat.

We hear a SWISH sound begin to repeat.

We hear the repeated SWISH sound stop.

We hear the repeated SWISH sound fade away slowly.

We hear all repeating sounds fade away quickly.

We hear all repeating sounds stop.

We hear all repeating sounds fade away over 4 seconds.

We see the full-motion video opening play.

We see the full-motion video opening video.mp4 play.

We focus on the middle.

We quickly shift our focus to the center.

We move in closer.

We move back farther.

We move back farther over 3 seconds.

We shift our focus to the middle over 3 seconds and then quickly move back farther.

We shift our focus to the middle over 3 seconds, quickly move back farther, and then focus on the bookshelf.

We are presented with a choice:

Show her the 'private collection'

Jump to [Private](#Private).

Show them the call logs  
(always shown)

Jump to [Call Logs](#Call_Logs).

Show her the missing files  
(choice shown only if we have hacked computer)

Jump to [Files](#Files).

Show him the broken chair  
(choice shown only if 'hacked computer' is set)

Jump to [Files](#Files).

Punch her  
(never shown)

We have now punched aerith.

Jump to [Punch](#Punch).

## Choice Section

We are presented with a choice:

What should I tell him?

Try to feign ignorance

Decrease 'goodness' by 5.

Increase 'ignore' by 1.

Jump to [Ignorance](#Ignorance).

Tell the truth

Set the variable 'badness' to goodness.

Set the flag 'truth'.

Jump to [Tell Truth](#Tell_Truth).

Run away.  
(choice shown only if x plus 4 is greater than or equal to 39)

Jump to [Run](#Run).

Cut to:

ayase bedroom

We see a series of shelves and boxes. There is a huge mess everywhere. It pretty much looks like the room of any 12th-grader.

Regarding Millenium Falcon: What a hunk of junk! Those wanna-be commandos mounted a rescue operation and came to rescue you in THAT?

this description is explicitly escaped with a pre-colon, though it probably doesn't need it.

:This description begins with a colon, and so it must be escaped, I guess.

starting\_like\_this: means that it must be escaped.

## Punch

We have now drank tea.

Set the flag 'drank tea'.

Unset the flag 'drank tea'.

We have now drank tea.

We have now not drank tea.

Set the flag 'impressed aerith' to the same as whether we have hacked computer.

Whether we have impressed aerith is determined by whether we have hacked computer.

Set the flag 'impressed aerith' to the same as the value of the variable 'hacked computer'.

Whether we have impressed aerith is determined by the value of the variable 'hacked computer'.

Set the variable 'runs' to 1.

Set the variable 'runs' to "82".

Increase 'runs' by 1.

We have now not run.

Set the variable 'reps' to 28.

Decrease 'reps' by 5.

Hide the dialog window.

Show the dialog window.

Set the dialog window to automatically show/hide.

Jump to [Aerith Punch](#Aerith_Punch)

Jump to [Bob Punch](#Bob_Punch)

Execute [Punch](#Punch)

Execute [Aerith Punch](#Aerith_Punch)

Return from this section

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"Silence."

"She is shocked, and then..."

show sylvie smile

s "Sure, but what is a \"visual novel?\""

Do the following while 'staff' is set:

{

Increase 'runs' by 1.

}

Do the following forever:

{

Decrease 'runs' by 1.

}

Never do the following:

{

Increase 'runs' by 2.

}

Do the following while x is greater than 8 and q is not 6:

{

We have now seen god.

}

Do the following only if 'staff' is set:

{

Increase 'runs' by 1.

}

Always do the following:

{

Decrease 'runs' by 1.

}

Otherwise, never do the following:

{

Increase 'runs' by 2.

Increase 'runs' by 1.

}

Do the following only if x is greater than 8 and q is not 6:

{

We have now seen god.

Jump to [Bob World](#Bob_World)

Do the following only if we have seen god:

{

Jump to [Aerith World](#Aerith_World)

}

}

Otherwise, do the following only if 35 plus 14 is greater than 4:

{

Execute [Aerith Punch](#Aerith_Punch)

}

Otherwise, do the following:

{

We have now not seen god.

}

Execute the following python code:

{

42+1

for i in ziebel:

print i

}

It feels like everything has gone wrong.

Never before have I felt so awful! I guess that's just how it goes...

One day it will be better.

The Fair Maiden Aeirth: "Hey man, what's up?"

Aerith? What's she doing here?

The Fair Maiden Aeirth: "I heard you were feeling down."

The Fair Maiden Aeirth: "So I decided to stop by."

Bob: "I become the wall when I died."

Cut to:

bobs house

Do the following only if we have killed bob:

{

Increase 'good' by 1.

}

The Wall: "Don't forget about me!"

The Wall: "I'm here too, you know!"