

The Crow and the Pitcher

You are a crow.

```
{
  (live: 3s)[
    (stop:)
    (t8n: "fade")[It is hot. You are very thirsty.]
  ]
}
```

```
{
  (live: 6s)[
    (stop:)
    (t8n: "fade")[Alighting on the branch of a tree near to one of those strange ground-nests inhabited by
the wingless walkers, you see a familiar [[hollowed-out object->Pitcher]].]
  ]
}
```

As you bend your head and peer into the hollow, a shiny black eye slides into view and blinks at you.
(click-append: "at you") [. You are not frightened—you are elated. You know the eye is yours and that this
means there is [[water inside->Water]]]

The surface of the water is far at the bottom of the hollow. The opening is quite small. You might just fit
your head in, but you also might get your head stuck.

[[Stick your head in->Head]].
[[Get a fuller look at the object->Look]].

You lower your head into the opening. You can't get your head fully through, and your beak gets nowhere near
the water.

[[Give up and look elsewhere for water->No Moral]].
[[Get a fuller look at the object->Look]].

(set: \$head to 1)

You flutter to the ground and step around the object. It swells into a large bulb in the middle. The bulb squats on a stem considerably larger than the opening at the top. Poking around the base, you see that it doesn't run into the ground; rather, it's sitting on the rocky ground.

[[Try to rock the object->Rock]].

(set: \$head to 0) <!--This ensures that, if the Head passage was visited, the related No Moral text does not display when the player returns to the No Moral passage from the Give Up or Clogged passages.-->

```
{
(if: not $beak)[You push the object with [[your beak->Beak]].<br>
(if: not $breast)[You push the object with [[your breast->Breast]], flapping your wings rapidly.<br>
(if: not $claws)[You grasp the lip of the opening with [[your claws->Claws]], and flap upwards.<br>
(if: not $swoop)[You rise into the air, circle around, and [[swoop down->Swoop]], striking the side with
your claws.]
}
<!-- Add a 'give up' option here, linking to the No Moral passage.-->
```

```
{
(if:(history: where its name contains "Rock")'s length < 4)[[The object remains stubbornly rooted in place-
>Rock]].]

(if:(history: where its name contains "Rock")'s length >= 4)[Time to think of [[something else->Else]].]
}
```

You fly back into the tree to think. If you can't push the object on its side to get the water near the opening, you need to find a way to get the water up to the opening while the object is standing as it is.

[[You look down on the ground->Ground]].

The ground is littered with dead leaves, dead insects, pebbles. You get an idea. (if:visits is 1)[The ground is littered with dead leaves, dead insects, pebbles.]

(display: "Choices")

```
[[Pick up a dead leaf->Leaf]].
[[Pick up a dead insect->Insect]].
[[Pick up a pebble->Pebble]].
[[Give up, and fly off->Give Up]].
```

```
(set: $leafInsect to $leafInsect + 1)
You pick up a leaf in your beak, fly to the opening, and drop it in. The leaf rests on the [[surface of the
water->Clogged]].
```

```
(set: $leafInsect to $leafInsect + 1)
You pick up a dead insect in your beak, fly to the opening, and drop it in. The carcasse rests on the
[[surface of the water->Clogged]].
```

```
{
(set: $pebbles to $pebbles + 1)
(if: $pebbles < 11) [You pick up a pebble in your beak, fly to the opening, and drop it in. The surface of
the water seems to [[rise slightly->Choices]].]
}
{
(else:) [
    You pick up a pebble in your beak, fly to the opening, and drop it in...
    (live: 3s)[
        (stop:)
        (t8n: "fade")[
            The surface of the water
            (t8n: "fade-up")[
                (text-colour: #1E90FF)[
                    trembles at the lip]] of the opening.
                ]
            ]
        ]
    ]
}

{
(live: 8s)[
    (stop:)
```

```

[[Drink.->Hydrated]]
]
}
<!-- Add an (else-if:) above so that a "Just a few more pebbles..." message displays when the $pebbles count
is 6 -->

-----



Your thirst satiated, you [[fly off->Moral]].

-----

//“Thoughtfulness is superior to brute strength.”//
//“Necessity is the mother of invention.”//

[[Sources]]

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* "The Crow and the Pitcher" on <a
href="https://en.wikipedia.org/wiki/The_Crow_and_the_Pitcher">//Wikipedia//</a>

* Some versions of "The Crow and the Pitcher" on <a
href="https://en.wikisource.org/wiki/The_Crow_and_the_Pitcher"> //Wikisource//</a>

* <a href="https://en.wikisource.org/wiki/An_argosy_of_fables/Avianus,_Abstemious,_etc#162">Avianus, "The
Crow and the Water Jug."</a>

Restart. (click:"Restart")[(restart:)]

-----



You know objects like these can often [[hold things inside->On Vase]].

-----

(link: "After some quick glances around, you fly down and alight on the lip of the opening at the top of the
object.")[[[You tilt your head and look down inside the hollow->Inside]].]

```

```
<!-- setting variables -->
```

```
(set: $beak to false)
(set: $breast to false)
(set: $claws to false)
(set: $swoop to false)
(set: $pebbles to 0)
(set: $leafInsect to 0)
(set: $head to 0)
```

```
{
(if: $head is 1)[Hmmm. Not sure what the moral is here: "If it's not easy, it's not worth it?"]
(visited:"Give Up")[Hmmm. Not sure what the moral is here: "Little by little takes too long?"]
(if: $leafInsect is 6)[Hmmm. Not sure what the moral is here: "Good plan, bad execution?"]
}
Try again. (click:"Try again.")[restart:]
```

```
(if: $leafInsect < 6)[(display: "Choices")] (else:)[The hollow is now clogged with debris floating on the
water, which [[hasn't risen at all->No Moral]].]
```

```
(align:"=><=")[(text-style:"expand")][//The Crow and the Pitcher//
A Twine adaption of a fable by Aesop
By Jason Boyd
```

```
[[Begin->Start]].]]
```

```
<!--Click on the coding to get a tool top pop-up box with a description of the coding-->
<!--Harlowe format manual: https://twine2.neocities.org/ -->
```

```
(set: $beak to true)
(display: "Budge")
```

```
(set: $breast to true)
(display: "Budge")
```

```
(set: $claws to true)
(display: "Budge")
```

```
(set: $swoop to true)
(display: "Budge")
```

```
(display: "No Moral")
```