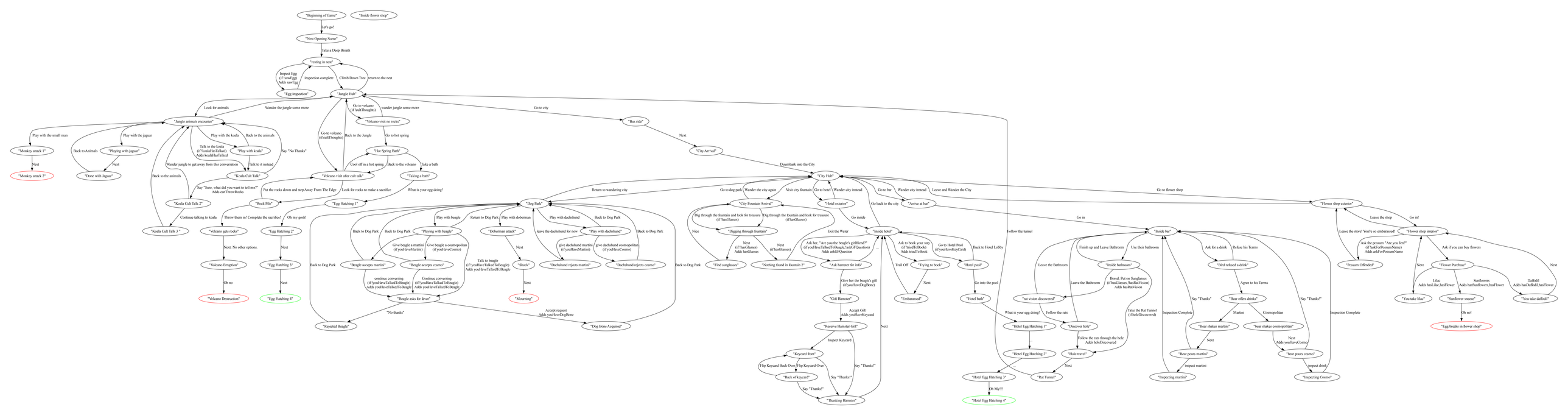
"Beginning of Game"
"Inside flower shop"
Let's go!
"Next Opening Scene"
Take a Deep Breath
"resting in nest"
Inspect Egg
(if !sawEgg)
Adds sawEgg
inspection complete
Climb Down Tree
return to the nest
"Egg inspection"
"Jungle Hub"
Look for animals
Wander the jungle some more
Go to volcano
(if !coilThoughts)
wander jungle some more
Go to city
"Bus ride"
Next
"City Arrival"
Disembark into the City
"Jungle animals encounter"
Play with the small man
Play with the jaguar
Play with the koala
Back to the animals
"Monkey attack 1"
Next
"Monkey attack 2"
Back to Animals
"Playing with jaguar"
Next
"Done with Jaguar"
Talk to the koala
(if !koalaHasTalked)
Adds koalaHasTalked
"Play with koala"
Say "No Thanks"
Talk to it instead
"Koala Cult Talk"
Wander jungle to get away from this conversation
Back to the animals
Say "Sure, what did you want to tell me?"
Adds canThrowRocks
"Koala Cult Talk 2"
Continue talking to koala
"Koala Cult Talk 3"
Go to volcano
(if !coilThoughts)
Back to the Jungle
"Volcano visit no rocks"
Go to hot spring
"Hot Spring Bath"
Cool off in a hot spring
Back to the volcano
Take a bath
"Volcano visit after cult talk"
"Taking a bath"
Put the rocks down and step Away From The Edge
Look for rocks to make a sacrifice
What is your egg doing!
"Rock Pile"
"Egg Hatching 1"
Throw them in! Complete the sacrifice!
Oh my gosh!
"Volcano gets rocks"
"Egg Hatching 2"
Next. No other options.
Next
"Volcano Eruption"
"Egg Hatching 3"
Oh no
Next
"Volcano Destruction"
"Egg Hatching 4"
"City Hub"
Return to wandering city
Go to dog park
Wander the city again
Visit city fountain
Go to hotel
Wander city instead
Go to bar
Wander city instead
Leave and Wander the City
Go to flower shop
Go back to the city
"Arrive at bar"
Go in
"Dog Park"
"City Fountain Arrival"
Dig through the fountain and look for treasure
(if !hasGlasses)
Nice
"Digging through fountain"
Next
(if !hasGlasses)
Adds hasGlasses
"Find sunglasses"
Next
(if !hasGlasses)
"Nothing found in fountain 2"
"Hotel exterior"
Go inside
Exit the Water
"Inside hotel"
Ask her, "Are you the beagle's girlfriend?"
(if youHaveTalkedToBeagle,!askGFQuestion)
Adds askGFQuestion
"Ask hamster for info"
Give her the beagle's gift
(if youHaveDogBone)
"Gift Hamster"
Accept Gift
Adds youHaveKeycard
"Receive Hamster Gift"
Inspect Keycard
"Keycard front"
Flip Keycard Back Over
Flip Keycard Over
"Back of keycard"
Say "Thanks!"
Say "Thanks!"
Say "Thanks!"
"Thanking Hamster"
Next
Ask to book your stay
(if !trueToHotel)
Adds trueToHotel
Go to Hotel Pool
(if youHaveKeyCard)
Back to Hotel Lobby
Trail Off
"Trying to book"
Next
"Embarrassed"
"Hotel pool"
Go into the pool
"Hotel bath"
Follow the tunnel
"Inside bar"
Finish up and Leave Bathroom
Use their bathroom
Ask for a drink
Refuse his Terms
Leave the Bathroom
"Inside bathroom"
Bored, Put on Sunglasses
(if !hasGlasses, !hasRatVision)
Adds hasRatVision
"Bird refused a drink"
Agree to his Terms
"rat vision discovered"
Leave the Bathroom
Leave the Bathroom
"Bear offers drinks"
Martini
Cosmopolitan
"Bear shakes martini"
"bear shakes cosmopolitan"
Take the Rat Tunnel
(if !holeDiscovered)
Follow the rats
"Discover hole"
Follow the rats through the hole
Adds holeDiscovered
Say "Thanks"
Say "Thanks!"
Inspection Complete
Inspection Complete
Next
"Bear pours martini"
Next
Adds youHaveCosmo
"bear pours cosmo"
inspect martini
inspect drink
"Inspecting martini"
"Inspecting Cosmo"
"Hotel Egg Hatching 1"
"Hotel Egg Hatching 2"
"Hole travel"
Next
"Rat Tunnel"
"Hotel Egg Hatching 3"
Oh My!!!
"Hotel Egg Hatching 4"
"flower shop exterior"
Leave the shop
Go in!
Leave the store! You're so embarassed!
Ask the possum "Are you Jen?"
(if !askForPossumName)
Adds askForPossumName
"Possum Offended"
"flower shop interior"
Ask if you can buy flowers
Next
"Flower Purchase"
Next
Lilac
Adds hasLilac,hasFlower
Sunflowers
Adds hasSunflowers,hasFlower
Daffodil
Adds hasDaffodil,hasFlower
"You take lilac"
"Sunflower sneeze"
"You take daffodil"
Oh no!
"Egg breaks in flower shop"
Play with beagle
Play with doberman
Play with dachshund
Back to Dog Park
"Playing with beagle"
"Doberman attack"
leave the dachshund for now
"Play with dachshund"
Back to Dog Park
Back to Dog Park
Back to Dog Park
Give beagle a martini
(if youHaveMartini)
Give beagle a cosmopolitan
(if youHaveCosmo)
give dachshund martini
(if youHaveMartini)
give dachshund cosmopolitan
(if youHaveCosmo)
"Beagle accepts martini"
"Beagle accepts cosmo"
"Dachshund rejects martini"
"Dachshund rejects cosmo"
Back to Dog Park
Back to Dog Park
Talk to beagle
(if !youHaveTalkedToBeagle)
Adds youHaveTalkedToBeagle
"Shock"
Next
"Mourning"
continue conversing
(if !youHaveTalkedToBeagle)
Adds youHaveTalkedToBeagle
Continue conversing
(if !youHaveTalkedToBeagle)
Adds youHaveTalkedToBeagle
"Beagle asks for favor"
"No thanks"
"Rejected Beagle"
Accept request
Adds youHaveDogBone
"Dog Bone Acquired"