Braaiiinnnssss!!!

Welcome to Braaiiinnnssss!!! This is an interactive fiction computer game created, written, and programmed by Zack Raver, with special thanks to Tuomas Kanerva for writing the IF python library and to you guys *for trying it out*. This text adventure is intended to be fun and a test for those that are creative.

Write ‘Inventory’ at anytime to view the contents of your inventory.  
If you would like to restart the game at anytime, type ‘Restart.’  
If you would like to leave the game, but not lose your progress, type ‘Save’ and I will give you a password *to type at the beginning of your next adventure*.  
If you are stuck feel free to email me at [**raver\_zack@yahoo.com**](mailto:raver_zack@yahoo.com). Maybe I can help.

Please type ‘Start’ to begin a new adventure or your password if you would like to resume an old adventure. Good luck.

**Start - The Doctor’s Office (I8):**

You awaken to blinding fluorescent lights. You smell rubbing alcohol and disease. You are lying on an operating table, wearing a hospital gown and yet you feel fine. The silence is penetrating and uneasing. **(Once failed, same room but escape game, strapped to the bed)**

**In this room: -Doctor’s Key at the foot of the door  
 -Scalpel in the cabinet  
 -Your effects (Clothes, Butterfly Knife, Cell Phone)  
 -Metallic Object  
 -Hood Cinch  
 -Light Bulb**

* Examine room/ Look around/ Investigate room/ Look - Your view is restricted by the piercing operating lamp, but you can see that you are in a simple doctor’s office. The walls are blank except for the words *"It's all fucked...”* carved into it near a window to the East. There are cabinets on the north wall. There is a door to the West. From your position you notice a key has been slid beneath the door.
* Key – What would you like to do with that?
* Take Key/ Grab Key/ Take Doctors Office Key/ Grab Doctors Office Key/ Take DO Key/ Grab DO Key – You pick up the key and place it in your inventory.
* Examine Key/ Investigate Key/ Look at Key – It seems to be a normal key for normal doors. I wonder what it goes to…
* Examine bed/ Investigate bed – Getting up to look at the bed, you notice something protruding from beneath it.
* Examine
* Look beneath bed/ Look under bed/ Examine protrusion/ Investigate protrusion/ Examine under bed/ Investigate under bed/ Examine beneath bed/ Investigate beneath bed – You bend down to peer beneath the bed and find a pile of clothes. They appear to be your effects.
* Clothes/ Pile/ Pile of clothes/ Effects/ Pile of Effects – What would you like to do with those?
* Examine clothes/ Investigate clothes/ Examine pile/ Investigate pile/ Examine pile of clothes/ Investigate pile of clothes/ Examine effects/ Investigate effects/ Invetigate Pile of Effects/ Examine Pile of Effects – The pile consists of: jeans, sneakers, a t-shirt, and a black, hooded sweatshirt.
* Investigate t-shirt/ Examine t shirt/ Investigate t shirt/ Examine t-shirt – It reads “In Utero”
* Investigate sneakers/ Examine sneakers/ Investigate shoes/ Examine shoes – These seem to be normal sneakers
* Investigate jeans/ Examine jeans/ Investigate pants/ Examine pants – They are just normal blue jeans
* Investigate hoodie/ Examine hoodie/ Investigate sweatshirt/ Examine sweatshirt/ Investigate hooded sweatshirt / Examine hooded sweatshirt - The elbow of the right sleeve is slightly torn but it is in otherwise good condition.
* Remove Cinch/ Remove String/ Open Cinch/ Open String - You slide **THE CINCH STRING** from the hood out and place it in your inventory.
* Take clothes/ Put on clothes/ Get dressed/ Equip clothes/ Take effects/ Put on effects/ Equip effects – You quickly remove your hospital gown, tossing it aside. You proceed to get dressed and find you are wearing jeans, sneakers, a t-shirt, and a black, hooded sweatshirt. Turning out your pockets you discover a Cell Phone and a Butterfly Knife, which you place in your inventory.
* Take Hospital Gown/ Take gown – The thing barely covers you, but it may come in handy later. You place the Hospital Gown in your inventory.
* Investigate Butterfly Knife/ Examine Butterfly Knife/ Investigate Knife/ Examine Knife - Upon further examination you find the knife to be rather familiar. The blade is very sharp but your hands expertly maneuver your old knife.
* Investigate Cell Phone/ Examine Cell Phone/ Examine Phone/ Investigate Phone - The battery is dead, need to find a charger.
* Sit up/ Stand up/ Rise – You are a little shaky on your feet but sober up quickly. You notice you are in a simple doctor’s office. The walls are covered in Curious George wallpaper, with the words *"It's all fucked...*” carved into it near a window to the East. There are cabinets to the north, with a sink and a sterile jar of tongue depressor on the counter. There is a door to the West. From your position you notice something protruding slightly from beneath the bed.
* Sleep/ Go back to sleep **(EXPAND: Memories? Strange Lucid Dream Sequence? Alternative Start Position/DLC?)** – You drift back into a troubled sleep. You spend your dreams running from hooded figures, and disgusting cannibals. Just as they are about to tear into you, you here the screams of a woman and you jolt awake. As you open your eyes you notice the door is jumping in its frame and the screaming is actually happening outside of it.
* Examine self/ Investigate self – You look down at your body and notice nothing unordinary. You seem completely unscathed, even the gown looks in good condition. Everything beneath looks great, but you notice a small, sensitive lump in your right calf.
* Examine leg/ Examine calf/ Examine lump/ Investigate leg/ Investigate calf/ Investigate lump – Looking more closely at your leg you notice a small lump on your calf. You run your fingers over the lump and notice something lies beneath the skin, and a wound was recently healed. The object under the skin feels round and heavy, for its size.
* Cut wound/ Open wound/ Remove lump/ Remove object/ Treat wound – What would you like to use to open the wound?
* Butterfly Knife/ Scalpel/ Use Butterfly Knife/ Use Scalpel – You cut gingerly into your flesh, which yields a generous amount of blood and **SMALL METALLIC OBJECT** which you place in your inventory.
* Investigate object/ Examine object – It is an ovular metallic object. It whirrs faintly but has no distinguishable features or markings. It seems to be pulled to the metal of your blade. It must be magnetic.
* Hands/ Nails/ Fingernails/ Use Hands/ Use Nails/ Use Fingernails –You clench your jaw and begin to dig in but your head is spinning with pain and distress, you cannot proceed. You may be hard, but you are not that hard.
* Examine light/ Investigate light – Besides the fact that it is very bright, it seems to be just an ordinary lamp.
* Take lamp/ Take light bulb/ Take light – Though it’s quite warm, you place **THE LIGHT BULB** in your inventory.
* Examine hospital gown/ Examine gown/ Investigate hospital gown/ Investigate gown – Seems to be just a normal paper gown.
* Remove hospital gown/ Remove gown – This is not the time for nudity.

Notes:

* Add inventory class.
* Save points? Way point?
* Metallic Item has to do with zombie repel or Military Machine
* If it’s already been said, don’t say it again.

Items:

Things

* Bethesda: Sneak Bobble head
* Dogmeat? Alien Blaster?
* Bungie:
* Nintendo: Fire Flower
* Lvl 100 Mew
* ArenaNet: Fiery Dragon Sword (Magdaer – Foefire)
* Sony
* Sucker Punch
* Valve
* Undead Labs
* **Hardcore Mode?**