

# The Baha'i House of Worship

By Sahil Patel

## Narrative Summary

You begin the game in the present. You were just enjoying the beach at Gillson State Park in Wilmette, Illinois, but have decided to check out the curious, large building nearby (the Baha'i House of Worship). The main content of this section is in the welcome center. There, the player can learn about the Baha'i faith by talking to the receptionist or by exploring the posters on the wall. The room was modeled after the actual building using the [Baha'i House of Worship virtual tour](#). Due to time limitations, it was condensed into a single room. With more time, I would have two levels to the building as there are in real life, and I would add NPCs to talk to who might shed more light onto their reason for following the faith. North of the welcome center is the reflecting pool and gardens. In the current game, these are purely aesthetic rooms, meant to convey the actual landscape around the temple. With more time, NPCs could be added here as well. North of the reflecting pool is the temple steps. From here the player has a better view of the temple and can learn things about its symbology. For example, the temple has many intricate carvings featuring the nine-pointed star, a popular symbol in the Baha'i faith.

Upon entering the temple itself, you are transported back in time to play as Corinne True, one of the Chicago Baha'i responsible for creating the House of Worship. With more time to flesh out the game, the player would start in America. The story of True involves a lot of grief and suffering, and that past was a large fuel for her efforts within the Baha'i faith. As the game is currently, the player becomes True as she is landing in Haifa, Israel. True has with her artifacts including gifts from other Chicago Baha'i, a letter she received from Abdu'l Baha, and a petition to build a temple in the United States. From True's own account of her journey, we know she did

bring gifts and had collected signatures to build a temple. The letter she carries in the game is real too, though she may not have brought it with her in actuality. The player takes a carriage from Haifa to Akka, where Abdu'l Baha lives. As the player moves into the house, they talk with Abdu'l Baha. By giving him each of the three items they are carrying, the player learns more about True, the Baha'i faith, and how the Baha'i House of Worship came to be. The game ends when the player has given all three items, though with more time a second section taking place after True returns to America could be interesting.

## Historical Account

The context of Corinne True's religiosity begins with her childhood. True's father was a Presbyterian minister<sup>[1]</sup> and had instilled in her his values. She studied the bible constantly at her father's wish<sup>[1]</sup>. For this reason, True was predisposed to look to religion in times of need or trouble. After marrying Moses Adams True in 1882<sup>[1]</sup>, True experienced a set of tragedies. First, in 1893, their oldest daughter Harriet died after falling down the basement stairs<sup>[1]</sup>. True's faith faltered as she could not fathom why God might have done this. She began to search for a new faith which might help her. At first, she found solace in Divine Science, an offshoot of Christian Science<sup>[1]</sup>, but this too was broken after her youngest son Nathaniel died of diphteria which led to heart failure in 1899<sup>[1]</sup>. True began anew her search for a higher truth, and was eventually led to a Baha'i lecture. In 1899, she declared herself a Baha'i<sup>[1]</sup>. Abdu'l Baha sent True a tablet to give his condolences shortly after she joined the faith<sup>[1]</sup>. Just two weeks after receiving this tablet, Corinne True's other son, Kenneth died from similar medical conditions to Nathaniel<sup>[1]</sup>. Abdu'l Baha sent True a second tablet upon hearing this, again seeking to comfort her. The contents of these two tablets is sampled within the game itself to give the player context for the

relationship between True and Abdu'l Bahá, and to demonstrate the positive power faith had for True.

Now a devoted member of the Baha'i community, True went on to serve the faith in many capacities. She became the secretary of the Auxiliary Women's board of the Chicago Baha'i in 1902<sup>[2]</sup>. True, however, was not happy about the separation of sexes within the faith. This is an interesting point of contention, especially because one of the pillars Baha'u'llah founded the Baha'i faith upon was the "attainment of equality between men and women"<sup>[3]</sup>. True wrote to Abdu'l Bahá concerning the gender-segregated boards and he affirmed the equality of men and women, though he believed that the boards should remain separate<sup>[2]</sup>. Later, Abdu'l Bahá removed all gender barriers within the Baha'i organization<sup>[2]</sup>, a move that was no doubt influenced by True.

When the prospect of building a temple in America first came up, Abdu'l Bahá wrote to True to ask her to help lead the effort<sup>[2]</sup>. At first, True was not interested. In 1906, Lawrence, another of True's sons died in a sailing accident<sup>[1]</sup>. True became reinvigorated in her faith, and decided that the House of Worship would be her focus. In 1907, True visited Abdu'l Bahá in Akka<sup>[2]</sup>. This is the time frame of the main content of the game. During this meeting, the main discussion concerned the temple and their plans for it. The inspiration for the game content itself comes from a story told in source 1:

*When the Master entered the room, He welcomed the pilgrims in a majestic and ringing voice and took a seat across the room from Corinne... She told Him of the many gifts she had and began to describe those in front of her, but before she could finish the Master arose and crossed the room. To her astonishment, He reached behind her, took the scroll and held it high, exclaiming:*

*"This, . . . this is what gives me great joy." "Go back... go back and work for the Temple; it is a great work."*

*'Abdu'l-Baha then picked up a pencil and paper and, while explaining that the structure's basic design must include a dome, nine sides, and nine entryways, drew a basic outline of the building.*

*Corinne was overwhelmed. The Master's reaction was beyond her fondest expectations. His specific command for her to arise and totally dedicate her energies seemed, however, a mighty and impossible task. She found herself filled with doubt as to her own capabilities. A further conflict was that she and Moses longed to return to Grand Rapids and had already made plans to move. 'Abdu'l-Bahá laid down the pencil and raising His head, gazed into her eyes with great intensity. He told her that she must remain in Chicago and concentrate on the erection of the Temple:*

*"Devote yourself to this project—make a beginning, and all will come right."*

True's story deals with themes of grief, womanhood, and faith. The original plan for the game would have touched on all these themes by exploring the historical event accounted above. The shortened game, however, focuses on grief and faith and how the two were intertwined in True's experience with Baha'i.

[1] [Mother of the Temple: The story of the Hand of the Cause of God Corrine Knight True](#)

[2] [True, Corinne](#) by Robert Stockman

[3] [The 200th Anniversary of the Baha'i Faith](#)

# Historical Significance

Within the Baha'i community, Corinne True had a massive impact. While not highlighted in the current game, True did a lot of work on behalf of women in the Baha'i faith. Both the founder of the religion, Baha'u'llah, and the first American Baha'i, Thornton Chase, were against women's involvement in Baha'i administrative boards<sup>[1]</sup>. In fact, as noted in the historical background, True's involvement in the Baha'i administration began as a secretary of an *auxiliary* board, second to the main men's board. Interestingly, (also as mentioned in the historical background), one of the main tenets of the Baha'i faith is the equality of men and women. Baha'u'llah justified this with the belief that women were too emotional for the positions<sup>[1]</sup>. His successor, Abdu'l Baha, however, did not share this opinion. Corinne True made multiple correspondences with Baha concerning the participation of women in the Baha'i administration. At first, Baha stuck to the precedent set by Baha'u'llah. But after True's visit to Akka in 1907, Baha reversed that decision and combined the two administrative boards. True's own dedication to the faith, her work with the House of Worship, and her relationship with Abdu'l Baha were driving factors for this change. Consequently, she was voted on as one of three women out of nine board members to serve on the Baha'i unity executive board<sup>[1]</sup>.

The game itself focuses more on developing empathy for True as a person and with the Baha'i faith as a religion. This reflects the role that the Baha'i faith is currently playing as a source of unity and inter-religious collaboration. The House of Worship in Wilmette is a spearhead of this connected world as noted in the Chicago Tribune article (source 2). Noted in that article was the goal of the temple's design to integrate seamlessly with its surroundings without overwhelming them<sup>[2]</sup>. In addition, The House of Worship holds many community events

and is always open for all, free of admission. The progressive principles of the Baha'i faith push forward societal changes, and the centroid of all the action lies in Wilmette, Illinois.

[1] [Women in the Baha'i Faith](#)

[2] [The Baha'i Welcome Center Aims to Connect People](#)

## Annotated Links

[\*True, Corinne by Robert Stockman\*](#) This document also details the life of Corinne True, but in a shorter form. It goes over the same periods of time as the below *Mother of the Temple*, but includes more dates and historical events, while *Mother of the Temple* focuses on anecdotes. I would recommend reading this first to get a general historical context before reading *Mother of the Temple*.

[\*Mother of the Temple: The story of the Hand of the Cause of God Corrine Knight True\*](#) This is a long-form history of the life of Corinne True. It begins with her parents and a background of her childhood and how she met her husband. It then moves into the tragedies that befell her which ultimately led her to the Baha'i faith. A large portion of the writing is focused on her visit to Akka in 1907. There are many stories there which are not included in this game but would very well fit its theme. Finally, it discusses her return to America, her work with the temple, and her legacy.

[\*The 200th Anniversary of the Baha'i Faith\*](#) This recording and transcript of a CFR Religion and Foreign Policy Conference Call gives detail about the formation of the Baha'i faith. While this game focuses on Corinne True and Abdu'l Baha, learning about the original founder and father of Baha, Baha'u'llah could help enrich the game. I would recommend looking here for facts about the religion to include in the welcome center as well as details that may be included within Abdu'l Baha's house in the game.

[\*Corinne True's Account of her Visit to Akka\*](#) This is an audio recording of Corinne True speaking about her visit to Akka in 1907. Note that the available transcript seems to have been done via automation and is NOT a very accurate transcription. The full audio, however, is available. This source is useful to gain insight into True's own perception of her visit and what she felt was most important to share. There are a few anecdotes here which could be added to the game. In general, I recommend using this source to help fully realize the character of True within the game and keep it as realistic as possible.

[\*Baha'i House of Worship Virtual Tour\*](#) This is a virtual tour of the Baha'i House of Worship in Wilmette, Illinois. It is extremely extensive and high-definition, which allows for a very realistic depiction of the temple without needing to visit it in person. I recommend using this source to build out the beginning of the game, including adding a lower floor to the welcome center room. In addition, much of the text that can be read off of the posters is directly copied into the game!

[Address by Corinne True](#) This transcription of an address given by True is also useful in gaining a more accurate depiction of who she was and what she did within the Baha'i faith. In addition, it contains multiple quotes from Abdu'l Baha and Baha'i scripture which can serve to make the character of Baha within the game more realistic.

[History of the Temple by Corinne True](#) This document was created for historical record by True. It gives detail on the logistical side of creating the House of Worship. I do not believe that this would make for an interesting game. However, it does provide useful information about the tasks that True performed on the board and the overall struggle to raise funds for the temple in its early days.

[A Brief Account of My Visit to Acca by Mary L. Lucas](#) It is important to note that this document is not about Corinne True in any way. However, it is an account of another Baha'i's trip to Akka within a few years of True's own journey. It details the path taken by most Baha'i as well as some of the networks of people they had in the region. I recommend using this source to expand the portion of the game where True travels to Akka.

## Game Code

```
"The Baha'i House of Worship" by Sahil Patel
```

```
Volume 1 -- Utilities
```

```
[Contains basic actions and other utilities for later use]
```

```
Part 1 -- Asking about Items
```

```
ItemAsking it about is an action applying to two visible things.
```

```
Understand "ask [someone] about [something]" as ItemAsking it about.
```

```
Check ItemAsking it about:
```

```
    if noun is not a person:
```

```
        say "Try talking to something that's alive.";
```

```
        stop the action.
```

```
Carry out ItemAsking it about:
```

```
    say "[noun] doesn't seem to understand what you're asking about. Try  
    ASKING ABOUT an item you can see."
```

```
Part 2 -- Examined/Unexamined
```

```
A thing can be examined or unexamined. A thing is usually unexamined.
```

```
After examining something:  
    now noun is examined.
```

### Part 3 -- Talking to

Talking to is an action applying to one visible thing.  
Understand "talk to [something]" and "talk with [something]" and "speak with [something]" and "speak to [something]" as talking to.

Check talking to:

```
if noun is not a person:  
    say "Try talking to people.";  
    stop the action.
```

Carry out talking to:  
 say "[noun] ignores you."

### Volume 2 -- The Story

[Contains the story of the game]

### Book 1 -- The Temple

[The part of the game in the present, exploring the temple]

TempleRegion is a region.

### Part 1 -- The Entrance

The Entrance is a room. "[if unvisited]It's a hot summer day and you are visiting Gillson Park for its greenery and its beach. Today you decided to visit the large, domed building that sits tall against the trees. You didn't expect anything grand to be in Willmette, Illinois, but as you look at it from the main entrance, you can tell it's a special building.[line break][line break][end if]The tall building stands before you, beautiful and bright. According to the signs around you, it's called the Baha'i House of Worship. 'It must be a temple of some sort,' you think to yourself. You notice what looks like a welcome center NORTH of you."

The Entrance is in TempleRegion.

Instead of going nowhere when the player is in The Entrance:

```
    say "You consider heading back to the beach, but you decide against it. This building has already piqued your interest. 'Besides,' you think, 'I could really use some air conditioning.'"
```

Teen is a person in The Entrance.

The player is Teen.

The description of Teen is "You love history and are genuinely curious about the temple, but you have to admit you also came here in search of air conditioning on such a hot day."

Sign is a scenery thing in The Entrance.

The description of Sign is "The sign reads: The Baha'i House of Worship".

Understand "signs" as Sign.

TempleBuilding is a backdrop in TempleRegion.

Understand "Baha'i House of Worship" and "Bahai House of Worship" and "House of Worship" and "Building" and "temple" and "dome" and "carvings" and "carving" as TempleBuilding.

The description of TempleBuilding is "The cream building towers over the surrounding trees. It looks stunning in the summer sun. You can see that it has intricate carvings. Perhaps you should walk NORTH, closer to it, to get a better look."

Instead of examining TempleBuilding when player is in Temple Steps:

    now TempleBuilding is examined;

    say "The designs seem more geometric than pictoral. The patterns remind you of Muslim and Hindu architecture, but something about the rest of the shape also reminds you of a church. You peer through the window. 'Yup, definitely looks like a church,' you think. What an cool combination of styles...".

## Part 2 -- The Welcome Center

The Welcome Center is north of The Entrance. "You're impressed by the welcome center. It is cream and white themed, just like the temple itself. On the walls hang images of the temple. There are a few benches scattered around the room. In front of you is a large wooden desk."

The Welcome Center is in TempleRegion.

Instead of going nowhere when the player is in The Welcome Center:

    say "The only exits are to the NORTH and SOUTH. If you're looking for more information, perhaps you should TALK TO the receptionist."

Wooden Desk is a scenery supporter in The Welcome Center.

The description of Wooden Desk is "It's a wooden desk. A nice one, but not extremely special."

Benches is a scenery supporter in The Welcome Center.  
The description of Benches is "A cream-colored bench."  
Understand "bench" and "seat" and "seats" as Benches.

TempleImages is a scenery thing in The Welcome Center.  
Understand "images" and "image" and "paintings" and "painting" and  
"posters" and "poster" and "picture" and "pictures" as TempleImages.  
Instead of examining TempleImages:

```
now TempleImages is examined;  
choose a random row from the Table of Temple Image Descriptions;  
say "[description entry]".
```

#### Table of Temple Image Descriptions

description

"A welcome poster. It reads 'Welcome! The Baha'i House of Worship is for everyone'"

"This poster is a picture of one of the pillars of the temple. It reads 'The symbols woven into the ornamentation on the Temple's columns illustrate the Baha'i belief in the fundamental oneness of religion.' There are arrows pointing out the Baha'i 9-pointed star, the Christian cross, the crescent moon of Islam, the 6-sided star of Judaism, and more symbols."

"This poster is a picture of a fountain from the gardens. It reads 'The Baha'i Writings liken the human family to a beautiful garden in which the uniqueness of each member enriches the beauty of the whole.'"

"This poster is titled 'One Loving Creator' and has a timeline of prophets from Krishna to Baha'u'llah himself."

TalkedToReceptionist is a truth state variable. TalkedToReceptionist is false.

Receptionist is a woman in The Welcome Center. "There is a receptionist at the desk. Perhaps you should ASK her ABOUT the temple."

Understand "her" and "them" and "woman" and "girl" as Receptionist.

The description of Receptionist is "The receptionist smiles as you look around the room, amazed. This is probably not the first time she has met a newcomer. If you want to ASK ABOUT the Baha'i Faith or the temple, you imagine she would have the answers."

Instead of ItemAsking Receptionist about TempleBuilding:

```
if TalkedToReceptionist is false:  
    TalkToReceptionistForFirstTime;  
else:  
    say "'Want to hear another fact?'";
```

```

        if the player consents:
            SayFactAboutBaha'i;
            say "The speaker will be starting soon. Why don't you head
NORTH into the temple?".
Instead of asking Receptionist about "Baha'i/Bahai faith":
    try asking Receptionist about "Baha'i".
Instead of asking Receptionist about "Baha'i/Bahai":
    if TalkedToReceptionist is false:
        TalkToReceptionistForFirstTime;
    else:
        say "'I know a few facts about the Baha'i Faith. Want to hear
one?';
        if the player consents:
            SayFactAboutBaha'i.
Instead of talking to Receptionist:
    try ItemAsking Receptionist about TempleBuilding.

To TalkToReceptionistForFirstTime:
    now TalkedToReceptionist is true;
    say "The receptionist looks up at you with a smile. 'Welcome!' she
says, warmly. 'Curious about the House of Worship, are you? Would you like
to hear a cool fact about Baha'i?'";
    if the player consents:
        SayFactAboutBaha'i;
        say "'Actually, we are having a speaker talking about its history in
just a few minutes. Why don't you head NORTH into the temple and listen? I
think you would like it. But do take time to enjoy our gardens while you
are here as well.'";

```

#### Table of Baha'i Facts

##### fact

"Baha'is believe that Baha'u'llah is the latest prophet after many including Abraham, Krishna, Zoroaster, Muhammad, and more"

"the name Baha is believed to be the secret 100th name of God (from the 99 names of God in Islam). It translates to 'glory'"

"the number 9 is associated with perfection for Baha'is because it is the sum of the letters of 'Baha' in the Abjad numeral system"

"the three core principles of Baha'i are unity of God, unity of religion, and unity of humanity"

"Baha'is do not believe in an excess of ritual"

##### To SayFactAboutBaha'i:

```
Choose a random row in the Table of Baha'i Facts;  
say "'Did you know that [fact entry]?'[paragraph break]".
```

### Part 3 -- The Outdoors

The Reflecting Pool is north of The Welcome Center. "In front of you is a long reflecting pool. In its waters you can see the temple and all it's ornate carvings. Around you, to the EAST and WEST, are gardens. To the SOUTH is the welcome center. To the NORTH are the temple steps."

The Reflecting Pool is in TempleRegion.

Instead of going nowhere when the player is in The Reflecting Pool:

```
say "There isn't a walking path in that direction. You decide to be  
respectful and not walk through any bushes."
```

GardenRegion is a region in TempleRegion.

gardenDescription is a text variable. gardenDescription is "On both sides of the garden are tall bushes. In the middle is a small circular fountain filled with crystal-clear water. The garden is decorated with white, purple, and blue flowers."

Garden1 is west of The Reflecting Pool. "[gardenDescription]".

The printed name of Garden1 is "The Garden".

The Reflecting Pool is west of Garden1.

Garden1 is in GardenRegion.

Garden2 is east of The Reflecting Pool. "[gardenDescription]".

The printed name of Garden2 is "The Garden".

The Reflecting Pool is east of Garden2.

Garden2 is in GardenRegion.

GardenBushes is a backdrop in GardenRegion.

Understand "bush" and "bushes" as GardenBushes.

The description of GardenBushes is "A tall set of bushes. They clearly separate the garden into sections, but do not obscure your view."

GardenFountain is a backdrop in GardenRegion.

Understand "fountain" as GardenFountain.

The description of GardenFountain is "A circular fountain shooting water straight up from its center. The water is crystal-clear."

GardenFlowers is a backdrop in GardenRegion.

Understand "flower" and "flowers" as GardenFlowers.

The description of GardenFlowers is "Flower bushes are planted alongside the tall bushes. They alternate colors between white, purple and blue."

Instead of going nowhere when the player is in GardenRegion:

say "There isn't a walking path in that direction. You decide to be respectful and not walk through any bushes."

Temple Steps is north of The Reflecting Pool. "From the steps of the temple, you can really get a good look at the carvings. To the SOUTH is the reflecting pool. To the NORTH is the entrance to the temple itself."

Temple Steps is in TempleRegion.

Instead of going nowhere when the player is in Temple Steps:

say "You should continue NORTH to the temple."

#### Part 4 -- Inside the Temple

The Baha'i House of Worship is north of Temple Steps. "As you step through the door you look up, amazed. The ceiling stretches far above you. You see two balconies lit from behind by large arched windows. In front of you are rows of seats leading up to a podium. The speaker has already begun, so you take a seat in the back.[paragraph break]'The woman behind the temple? Her name was Corinne Knight True,' the speaker says. As she continues, you feel yourself get sucked into the history...".

The Baha'i House of Worhsip is in TempleRegion.

Every turn when the player is in The Baha'i House of Worship:

now the player is Corinne True;

say "[italic type]February, 1907[roman type][line break]" ;

say "You open your eyes--you must have fallen asleep on the boat.

They are still sore from crying, mourning the loss of your son. He wasn't the first of your children to die, not even close. You squeeze your eyes shut. You can't spiral out of control, not here and not now. After all, that was part of the reason you were travelling to Akka after all. 'This hath reference only to the physical body', you think, clutching Abdu'l Baha's letter closely.";

say "[line break]The boat docks and you get off. You have arrived in Haifa.";

say "[line break]Would you like to get off the ship?" ;

if the player consents:

say "You step off the boat into the Haifa Port.";

else:

say "You wait as everyone else gets off the boat. Finally, the ship's crew kicks you off. You are now in the Haifa Port.";  
try looking.

Book 2 -- Back in Time

[The part of the game in the past]

Part 1 -- The Journey

[True's journey to Abdu'l Baha's home]

Haifa Port is a room. "You look around slightly bewildered. Most people here are not speaking English. Then again, what did you expect, traveling to Palestine? You clutch your bag close to your chest. You wouldn't want to lose any of the precious belongings you are carrying."

Instead of going nowhere when the player is in Haifa Port:

say "Akka is a 10 mile journey. Walking there yourself isn't a good idea. Why don't you try to find a DRIVER who will take you there? There are plenty in the port."

Corinne True is a woman in Haifa Port.

The description of Corinne True is "You are Corinne True, a recognizable name in the Chicago Baha'i group. Your faith has helped you weather the storm of so many tragedies, including the most recent -- the death of your son Lawrence. You are traveling to Akka to meet with Abdu'l Baha, the spiritual leader of the Baha'i faith."

Suitcase is a container. Corinne True is carrying Suitcase.

The description of Suitcase is "An old suitcase stuffed with clothes for the journey."

Presents is a thing. Corinne True is carrying Presents.

Understand "present" and "gift" and "gifts" as Presents.

The description of Presents is "You carry presents meant for Abdu'l Baha from many other Baha'i. Having served on a Baha'i committee in Chicago, you know the local Baha'i community well and wish to deliver their gifts to Abdu'l Baha on their behalf."

Letter is a thing. Corinne True is carrying Letter.

Instead of examining Letter:

now Letter is examined;

say "An letter written by Abdu'l Baha and addressed to you. It is folded nicely, but the paper is soft from use; you know it well--it's the letter Baha wrote to you after your son's passing. Read the letter?";

if the player consents:

say "The letter says:[line break][italic type]'...O thou who art tested with a great calamity![line break]Be not grieved nor troubled because of the loss which hath befallen thee—a loss which caused the tears to flow, sighs to be produced, sorrow to exist and hearts to burn in great agony; but know, this hath reference only to the physical body, and if thou considerest this matter with a discerning and intelligent eye, thou wilt find that it hath no power whatsoever, for separation belongeth to the characteristics of the body. But concerning the spirit. know that thy pure son shall be with thee in the Kingdom of God and thou shalt witness his smiling face. illumined brow, handsome spirit and real happiness.  
Accordingly, thou will then be comforted and thank God for His favor upon thee...'[roman type]".

Petition is a thing. Corinne True is carrying Petition.

Understand "signatures" and "signature" and "form" as Petition.

The description of Petition is "A petition to create a Mashrekol-Azkar, a temple, in North America for Baha'i worship. It has been signed by many of the Chicago Baha'i community. Abdu'l Baha has said before that it is not yet time, but you feel in your bones that now may be the time."

Carriage Driver is a man in Haifa Port. "You hear a whinney to your left and look to see a carriage with its driver sitting atop it. The trip to Akka is 10 miles, so it will take a while to get there by horse."

Understand "carriage" and "man" as Carriage Driver.

The description of Carriage Driver is "A Jewish man driving a carriage pulled by two horses. He seems nice enough. Perhaps you should TALK to him."

Instead of talking to Carriage Driver:

say "'You want to go to Akka, you say?' the carriage driver asks.

'Sure, sure. Get on.'";

say "Get in the carriage?";

if the player consents:

say "The driver takes you to Akka and drops you off at the entrance to the household of Abdu'l Baha.";

now the player is in Entrance to Household;

else:

```
say "'Alright, well come back if you change your mind,' the
driver says.".
```

## Part 2 -- The Conversation

[True's stay at Baha's home]

HouseholdRegion is a region.

Entrance to Household is a room. "[if unvisited]Getting out of the carriage, you thank the driver.[end if] You look EAST and see the household in the distance. The household is surrounded by a beautiful garden, no doubt kept up by Abdu'l Baha himself."

Entrance to Household is in HouseholdRegion.

Instead of going nowhere when the player is in Entrance to Household:

```
say "While the gardens do look beautiful, it would be best to get
inside as soon as possible. You wouldn't want to keep Abdu'l Baha waiting!"
```

Every turn when the player is in HouseholdRegion:

```
if Letter is unexamined or Petition is unexamined or Presents is
unexamined:
```

```
say "You should take a moment to EXAMINE the items you are
carrying."
```

HouseholdGarden is a scenery backdrop. HouseholdGarden is in Entrance to Household and Porch.

Understand "garden" as HouseholdGarden.

The description of HouseholdGarden is "A beautiful garden filled with flowers of many colors."

Porch is east of Entrance to Household. "[if unvisited]Abdu'l Baha opens the door and approaches you. 'Mrs. True!' he exclaims. 'How I've been waiting to meet you. Let me take your suitcase. Please come in,' he says as he walks through the door.[line break]'He's been waiting to meet [italic type]me[roman type]?' you think.[line break][line break]Best to follow him EAST into the house.[else]You sit on the porch and gaze into the gardens. To the WEST is the entrance to the household. To the EAST is the house itself."

Porch is in HouseholdRegion.

Instead of going nowhere when the player is in Porch:

```
say "While the gardens do look beautiful, it would be best to get
inside as soon as possible. You wouldn't want to keep Abdu'l Baha waiting!"
```

```
Every turn when the player is in Porch for the first time:  
    now Suitcase is nowhere.
```

Abdu'l Baha is an undescribed man.

Abdu'l Baha is in MainRoom.

Understand "His Holiness" and "Abdul" and "'Abdu'l" and "Master" and "The Master" as Abdu'l Baha.

The description of Abdu'l Baha is "The spiritual leader of the Baha'i faith. To you he has a special presence, as if Jesus Christ himself was in the room with you. He is an active leader. In fact, you have personally corresonded with him via lengthy letters."

MainRoom is east of Porch. "You enter the main room of the house. Abdu'l Baha returns, having taken your suitcase upstairs. He motions for you to sit, and you do."

MainRoom is in HouseholdRegion.

The printed name of MainRoom is "Main Room".

MainRoomFirstTime is a truth state variable. MainRoomFirstTime is true.

```
Every turn when the player is in MainRoom and MainRoomFirstTime is true:  
    now MainRoomFirstTime is false;
```

```
    say "'How was your journey? Was it pleasant?' Abdu'l Baha asks.";
```

```
    if the player consents:
```

```
        say "";
```

```
    else:
```

```
        say "'I am sorry for your troubles, Mrs. True. As you well  
know, God often sends challenges our way so that we may learn to overcome  
them.'";
```

```
        say "'That is good to hear!' he says. He looks at you expectantly.  
'You came all this way. What would you like to share with me?' Now might be  
a good time to GIVE him some of the things you are carrying. Perhaps you  
should start with the GIFTS the Chicago Baha'i have sent with you."
```

Instead of going nowhere when the player is in MainRoom:

```
    say "Best not to leave the main room while Abdu'l Baha is here. After  
all, you are in Akka to TALK TO him."
```

Instead of talking to Abdu'l Baha:

```
    say "'Was there something you wanted to share with me?' he asks.  
Perhaps you should GIVE him some of the things you have."
```

Instead of giving Presents to Abdu'l Baha:

```
    now Abdu'l Baha is carrying Presents;
```

```
    say "You offer the presents to Abdu'l Baha and explain that they are
```

from the Chicago Baha'i community. 'Thank you, thank you,' he laughs. 'I promise I will look at these in full after you have gone. But while you are here let me focus just upon you. I'm sure you came here with great reason. What it is you want to talk about most?' Perhaps you should GIVE him something else."

Instead of taking Presents:

say "No point in taking back the gifts you have already given. Besides, they are from others of the Chicago Baha'i community, not just from yourself."

Instead of giving Letter to Abdu'l Baha for the first time:

say "You offer the letter to Abdu'l Baha. He takes it and reads the first few lines. 'Ah, this was my letter to you,' he sighs. 'Mrs. True, life has perhaps not been kind to you. But your presence here today is proof of your strength and the power of faith. Your past suffering will be the fuel for your greatest deeds.' He is right--you should focus on your present goals rather than your past. Perhaps you should GIVE him the Petition."

Instead of giving Letter to Abdu'l Baha:

say "You've already shown him that. Perhaps you should GIVE him something else you are carrying!"

Blueprint is a thing. Abdu'l Baha is carrying Blueprint.

The description of Blueprint is "A blueprint. [blueprintDesc]". blueprintDesc is a text variable. blueprintDesc is "On it you see plans for a tall, domed, nine-sided building. Surrounding the temple itself are nine gardens, each with a fountain at its center."

Instead of giving Petition to Abdu'l Baha:

now Abdu'l Baha is carrying Petition;  
say "You offer the petition to Abdu'l Baha. 'A petition?' he asks, intrigued. After reading it, he smiles. 'A House of Worship in North America... I have said before that it was not yet time, but Mrs. True I do now believe it is time. I wish for you to live in Chicago and work for the Mashrekol-Azkar. Actually, I had a rough plan drawn up in advance of your visit. Would you like to take a look?'"

if the player consents:

say "Abdu'l Baha takes out a blueprint. [blueprintDesc];

else:

say "'Alright,' says Abdu'l Baha. 'Be sure to take it back with

you to Chicago.'";  
now Corinne True is carrying Blueprint.

Instead of taking Petition:  
say "You have no need for that anymore."

Every turn when player is in MainRoom and Abdu'l Baha has Petition and  
Abdu'l Baha has Presents:

say "'Come, why don't I show you to your room,' Abdu'l Baha says. You  
follow him upstairs and settle in to your room. You still have six days to  
spend with him, and you are glad for every second of it.[paragraph  
break][historicalContext]";

end the story finally saying "The End".

historicalContext is a text variable. historicalContext is "[Bold  
type]Historical Context[line break][Roman type]Corinne Knight True was  
later granted the title Hand of the Cause of God by Adbu'l Baha's  
successor, Shoghi Effendi, due in large part to her efforts related to the  
House of Worship. She was deeply religious from the start, and the Baha'i  
faith helped her through many tradgedies including the death of multiple  
children. In 1907, she traveled to Akka to meet Adbu'l Baha. During this  
meeting, he asked her to lead the effort to build a temple in North  
America. This became the Baha'i House of Worship which is located in  
Wilmette, Illinois. The temple today is surrounded by beautiful gardens,  
has an open and accessible welcome center and has many programs occuring  
within the temple each month, just as depicted in this game."

## Transcript/Playthrough

The Baha'i House of Worship

An Interactive Fiction by Sahil Patel

Release 1 / Serial number 191206 / Inform 7 build 6M62 (I6/v6.33 lib 6/12N) SD

Identification number: //1836B98B-94A2-4128-8B8F-FE74EF086606//

Interpreter version 0.5.4 / VM 3.1.2 / Library serial number 080126

Standard Rules version 3/120430 by Graham Nelson

>look

Entrance

The tall building stands before you, beautiful and bright. According to the signs around you, it's called the Baha'i House of Worship. "It must be a temple of some sort," you think to yourself. You notice what looks like a welcome center NORTH of you.

>examine signs

The sign reads: The Baha'i House of Worship

>examine building

The cream building towers over the surrounding trees. It looks stunning in the summer sun. You can see that it has intricate carvings. Perhaps you should walk NORTH, closer to it, to get a better look.

>north

Welcome Center

You're impressed by the welcome center. It is cream and white themed, just like the temple itself. On the walls hang images of the temple. There are a few benches scattered around the room. In front of you is a large wooden desk.

There is a receptionist at the desk. Perhaps you should ASK her ABOUT the temple.

>examine desk

It's a wooden desk. A nice one, but not extremely special.

>examine bench

A cream-colored bench.

>examine image

A welcome poster. It reads "Welcome! The Baha'i House of Worship is for everyone"

>examine poster

This poster is a picture of a fountain from the gardens. It reads "The Baha'i Writings liken the human family to a beautiful garden in which the uniqueness of each member enriches the beauty of the whole."

>examine picture

This poster is a picture of a fountain from the gardens. It reads "The Baha'i Writings liken the human family to a beautiful garden in which the uniqueness of each member enriches the beauty of the whole."

>examine painting

This poster is titled "One Loving Creator" and has a timeline of prophets from Krishna to Baha'u'llah himself.

>examine image

This poster is titled "One Loving Creator" and has a timeline of prophets from Krishna to Baha'u'llah himself.

>examine poster

This poster is titled "One Loving Creator" and has a timeline of prophets from Krishna to Baha'u'llah himself.

>Ask her about temple

The receptionist looks up at you with a smile. "Welcome!" she says, warmly. "Curious about the House of Worship, are you? Would you like to hear a cool fact about Baha'i?"

yes

"Did you know that the three core principles of Baha'i are unity of God, unity of religion, and unity of humanity?"

"Actually, we are having a speaker talking about its history in just a few minutes. Why don't you head NORTH into the temple and listen? I think you would like it. But do take time to enjoy our gardens while you are here as well."

>ask her about baha'i

"I know a few facts about the Baha'i Faith. Want to hear one?

yes

"Did you know that the name Baha is believed to be the secret 100th name of God (from the 99 names of God in Islam). It translates to "glory"?"

>north

### Reflecting Pool

In front of you is a long reflecting pool. In its waters you can see the temple and all its ornate carvings. Around you, to the EAST and WEST, are gardens. To the SOUTH is the welcome center. To the NORTH are the temple steps.

>examine carvings

The cream building towers over the surrounding trees. It looks stunning in the summer sun. You can see that it has intricate carvings. Perhaps you should walk NORTH, closer to it, to get a better look.

>east

### The Garden

On both sides of the garden are tall bushes. In the middle is a small circular fountain filled with crystal-clear water. The garden is decorated with white, purple, and blue flowers.

>examine flowers

Flower bushes are planted alongside the tall bushes. They alternate colors between white, purple and blue.

>examine fountain

A circular fountain shooting water straight up from its center. The water is crystal-clear.

>east

### Reflecting Pool

In front of you is a long reflecting pool. In its waters you can see the temple and all its ornate carvings. Around you, to the EAST and WEST, are gardens. To the SOUTH is the welcome center. To the NORTH are the temple steps.

>west

### The Garden

On both sides of the garden are tall bushes. In the middle is a small circular fountain filled with crystal-clear water. The garden is decorated with white, purple, and blue flowers.

>west

### Reflecting Pool

In front of you is a long reflecting pool. In its waters you can see the temple and all its ornate carvings. Around you, to the EAST and WEST, are gardens. To the SOUTH is the welcome center. To the NORTH are the temple steps.

>north

### Temple Steps

From the steps of the temple, you can really get a good look at the carvings. To the SOUTH is the reflecting pool. To the NORTH is the entrance to the temple itself.

>examine carvings

The designs seem more geometric than pictoral. The patterns remind you of Muslim and Hindu architecture, but something about the rest of the shape also reminds you of a church. You peer through the window. "Yup, definitely looks like a church," you think. What an cool combination of styles...

>north

### Baha'i House of Worship

As you step through the door you look up, amazed. The ceiling stretches far above you. You see two balconies lit from behind by large arched windows. In front of you are rows of seats leading up to a podium. The speaker has already begun, so you take a seat in the back.

"The woman behind the temple? Her name was Corinne Knight True," the speaker says. As she continues, you feel yourself get sucked into the history...

February, 1907

You open your eyes--you must have fallen asleep on the boat. They are still sore from crying, mourning the loss of your son. He wasn't the first of your children to die, not even close. You squeeze your eyes shut. You can't spiral out of control, not here and not now. After all, that was part of the reason you were travelling to Akka after all. "This hath reference only to the physical body", you think, clutching Abdu'l Baha's letter closely.

The boat docks and you get off. You have arrived in Haifa.

Would you like to get off the ship?

yes

You step off the boat into the Haifa Port.

Haifa Port

You look around slightly bewildered. Most people here are not speaking English. Then again, what did you expect, traveling to Palestine? You clutch your bag close to your chest. You wouldn't want to lose any of the precious belongings you are carrying.

You hear a whinney to your left and look to see a carriage with its driver sitting atop it. The trip to Akka is 10 miles, so it will take a while to get there by horse.

>i

You are carrying:

Suitcase

Presents

Letter

Petition

>examine suitcase

An old suitcase stuffed with clothes for the journey.

>examine presents

You carry presents meant for Abdu'l Baha from many other Baha'i. Having served on a Baha'i committee in Chicago, you know the local Baha'i community well and wish to deliver their gifts to Abdu'l Baha on their behalf.

>examine letter

An letter written by Abdu'l Baha and addressed to you. It is folded nicely, but the paper is soft from use; you know it well--it's the letter Baha wrote to you after your son's passing. Read the letter?

yes

The letter says:

"...O thou who art tested with a great calamity!  
Be not grieved nor troubled because of the loss which hath befallen thee-a loss which caused  
the tears to flow, sighs to be produced, sorrow to exist and hearts to burn in great agony; but  
know, this hath reference only to the physical body, and if thou considerest this matter with a  
discerning and intelligent eye, thou wilt find that it hath no power whatsoever, for separation  
belongeth to the characteristics of the body. But concerning the spirit. know that thy pure son  
shall be with thee in the Kingdom of God and thou shalt witness his smiling face. illuminated brow,  
handsome spirit and real happiness. Accordingly, thou will then be comforted and thank God for  
His favor upon thee..."

>examine petition

A petition to create a Mashrekol-Azkar, a temple, in North America for Baha'i worship. It has  
been signed by many of the Chicago Baha'i community. Abdu'l Baha has said before that it is  
not yet time, but you feel in your bones that now may be the time.

>look

Haifa Port

You look around slightly bewildered. Most people here are not speaking English. Then again,  
what did you expect, traveling to Palestine? You clutch your bag close to your chest. You  
wouldn't want to lose any of the precious belongings you are carrying.

You hear a whinney to your left and look to see a carriage with its driver sitting atop it. The trip  
to Akka is 10 miles, so it will take a while to get there by horse.

>examine driver

A Jewish man driving a carriage pulled by two horses. He seems nice enough. Perhaps you  
should TALK to him.

>talk to driver

"You want to go to Akka, you say?" the carriage driver asks. "Sure, sure. Get on."

Get in the carriage?

no

"Alright, well come back if you change your mind," the driver says.

>talk to driver

"You want to go to Akka, you say?" the carriage driver asks. "Sure, sure. Get on."

Get in the carriage?

yes

The driver takes you to Akka and drops you off at then entrance to the household of Abdu'l  
Baha.

Entrance to Household

Getting out of the carriage, you thank the driver. You look EAST and see the household in the distance. The household is surrounded by a beautiful garden, no doubt kept up by Abdu'l Baha himself.

>examine garden

A beautiful garden filled with flowers of many colors.

>east

Porch

Abdu'l Baha opens the door and approaches you. "Mrs. True!" he exclaims. "How I've been waiting to meet you. Let me take your suitcase. Please come in," he says as he walks through the door.

"He's been waiting to meet me?" you think.

Best to follow him EAST into the house.

>east

Main Room

You enter the main room of the house. Abdu'l Baha returns, having taken your suitcase upstairs. He motions for you to sit, and you do.

"How was your journey? Was it pleasant?" Abdu'l Baha asks.

yes

"That is good to hear!" he says. He looks at you expectantly. "You came all this way. What would you like to share with me?" Now might be a good time to GIVE him some of the things you are carrying. Perhaps you should start with the GIFTS the Chicago Baha'i have sent with you.

>give Baha gifts

You offer the presents to Abdu'l Baha and explain that they are from the Chicago Baha'i community. "Thank you, thank you," he laughs. "I promise I will look at these in full after you have gone. But while you are here let me focus just upon you. I'm sure you came here with great reason. What is it you want to talk about most?" Perhaps you should GIVE him something else.

>give baha letter

You offer the letter to Abdu'l Baha. He takes it and reads the first few lines. "Ah, this was my letter to you," he sighs. "Mrs. True, life has perhaps not been kind to you. But your presence here today is proof of your strength and the power of faith. Your past suffering will be the fuel for your greatest deeds." He is right--you should focus on your present goals rather than your past. Perhaps you should GIVE him the Petition.

>give baha petition

You offer the petition to Abdu'l Baha. "A petition?" he asks, intrigued. After reading it, he smiles. "A House of Worship in North America... I have said before that it was not yet time, but Mrs. True I do now believe it is time. I wish for you to live in Chicago and work for the Mashrekol-Azkar. Actually, I had a rough plan drawn up in advance of your visit. Would you like to take a look?"

yes

Abdu'l Baha takes out a blueprint. On it you see plans for a tall, domed, nine-sided building. Surrounding the temple itself are nine gardens, each with a fountain at its center.

"Come, why don't I show you to your room," Abdu'l Baha says. You follow him upstairs and settle in to your room. You still have six days to spend with him, and you are glad for every second of it.

#### Historical Context

Corinne Knight True was later granted the title Hand of the Cause of God by Adbu'l Baha's successor, Shoghi Effendi, due in large part to her efforts related to the House of Worship. She was deeply religious from the start, and the Baha'i faith helped her through many tragedies including the death of multiple children. In 1907, she traveled to Akka to meet Abdu'l Baha. During this meeting, he asked her to lead the effort to build a temple in North America. This became the Baha'i House of Worship which is located in Wilmette, Illinois. The temple today is surrounded by beautiful gardens, has an open and accessible welcome center and has many programs occurring within the temple each month, just as depicted in this game.

\*\*\* The End \*\*\*

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

>